

total **NEW! 271 GAMES REVIEWED!**



GAMEBOY

100% NINTENDO  **GAME BOY COLOR**  **GAME BOY ADVANCE** 

GAMEBOY ADVANCE

FIRST REVIEWS!



ALL EXCLUSIVES...
MARIO ADVANCE
CASTLEVANIA:
CIRCLE OF THE MOON
MEGAMAN EXE
PINOBBEE:
QUEST OF THE HEART
F-ZERO:
MAXIMUM VELOCITY
MR DRILLER 2

THE MUMMY RETURNS

THE BANDAGED BAD BOY IS BACK!

LOOK!
POKÉMON
GOLD & SILVER
MAPPED GUIDE!

We've got these great games tipped to pieces!



SCARY!
ALONE IN THE DARK:

THE NEW NIGHTMARE
Scare yourself silly in the dark!



CLASSIC!

ALICE
IN WONDERLAND

Follow the white rabbit inside!



PLUS...
Matt Hoffman's Pro BMX!
Indiana Jones & the Infernal Machine!
Spongebob Squarepants!
Power Puff Girls!
Roswell Conspiracies!
and more!

PLUS!
A GREAT
GUIDE TO
SCOOBY DOO
CLASSIC CREEP CAPERS!

Issue 18 www.totalgames.net £2.99

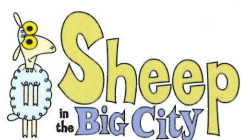


WANTED

FEWEGITIVE



SECRET MILITARY ORGANIZATION NAME:	Sheep	COMPLEXION:	soft & cuddly
OFFENCES:	er... grass guzzling, pavement violation act no. 2 (illegal dumping)... erm ... having big googly eyes!		



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NETWORK**

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**Russell****Fave game...**
Mat Hoffman's

A truly gnarly dude, this month Russ has been on his BMX non-stop, racing around the estate with his parka flowing behind him like Superman's cape. Unfortunately, his Mum's just told him to come in for tea.

**Nick****Fave game...**
Mario Advance

He's a busy chap, is our Nick. This month he's only been able to keep half an eye on the magazine, as he's been occupied in his underground volcano, hatching plans to take over Cornwall by Father's Day.

**Karen****Fave game...**
SpongeBob Squarepants

Karen's boyfriend doesn't know it, but for three years Karen has been secretly married to TV's Terry Wogan. Once a month they slip off to Amsterdam for a mucky weekend. And we have the photos!

**Ange****Fave game...**
Alice In Wonderland

Ange got to the semi-finals of Popstars last year, but failed the final test for Hear'Say when she pointed out that everyone else in the room was a total and utter gimp. Singing Agadoo may have been a mistake too.

**Jem****Fave game...**
GT: All Japan Grand Touring Car Championship

Despite being the games editor, Jem raised an eyebrow or two when everyone started crowding around our new Game Boy Advances. Then, when everyone was gone, he kicked the lot. His trial comes up next month.

**Simon****Fave game...**
Anything with guns!

Simon Phillips is a great big bully, so he gets all the real bloke's games. If there isn't extreme violence or football involved, he's not interested. Though he does have a strange attachment to baby kittens.

**Nerys****Fave game...**
Indiana Jones

After watching the X-Men movie, Nerys has had a Wolverine fixation that even a visit from Westlife couldn't remove. As you can imagine, when we got the new X-Men games, she had to be restrained with a cattle prod.

**A message from the games editor...****Wot I've been mostly doing this issue...****Murdering innocent pygmies while they sleep.**

You're all spoilt rotten, you really are. Well, okay, so we've been playing every available Game Boy Advance game we can this month, which is a little jammy. But at least we don't get the chance to win free tickets to see *The Mummy Returns* and a fantastic *Mongoose BMX*! Not only that, but you lucky folk can find out for the very first time what the new Game Boy console games are REALLY like, check out titles of the calibre of *Alice In Wonderland*, *Alone In The Dark* and finally, *Indiana Jones*, plus read our complete guide to *Scooby-Doo: Classic Creep Capers* as well as the next part of our exhaustive *Pokémon Gold & Silver* guide. It's all very well writing in with your praise, but we're completely exhausted. Show me the money!

What's In

MAMA MIA!

Mario Advance

We kick off the first ever British Game Boy Advance REVIEWS with everyone's favourite tubby little plumber

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Alice In Wonderland, The Mummy Returns and Mario posters! Page 41

REVIEWS



PLUS!

ALONE IN THE DARK

One of the most exciting GBC titles in years... but is it up to scratch?

SCOOBY DONE!

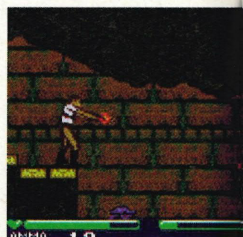
Complete walkthrough to the Great Dane's cool new adventure, plus part two of our Pokémon Gold & Silver guide.

MUMMY MANIA!

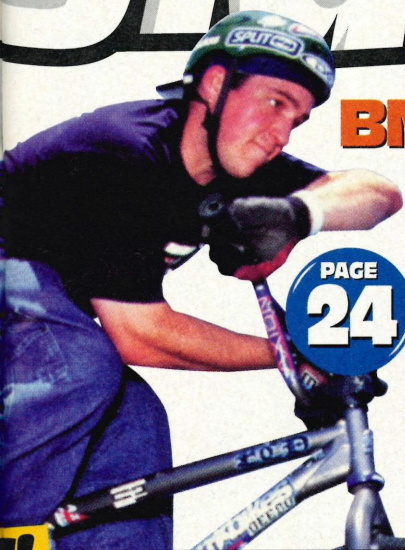
The Mummy Returns

Check out our exclusive look at the new Egyptian adventure for the GBC, and win 50 free tickets to see the brand new movie!

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30



side...



BMX Madness

PAGE
24

Thanks to Activision, Mongoose and that genius of the crossbar, Mat Hoffman, check out our exclusive review and amazing competition on page 46! You won't believe it!

Only the freshest Game Boy games reach the Total Game Boy table!

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Snoop

06

All the hottest news and previews, including exclusive stuff on X-Men, Spider-Man, Tiny Toons, Pokémon and soooo much more!

Link-Up

36

All your opinions and rants await. You and your crazy text messages!

Win! Win! Win!

46

How's about this, guys and gals? A BMX, T-shirts, games, 50 cinema tickets, posters, toy cars and a signed photo of the Dukes Of Hazzard team. Enough for ya?

The Gallery

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No more Scribbings - now we just show your finest art, hosted by the gorgeous Mona Lisa!

Help!

Pokémon G&S Guide

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Scooby Doo:

Classic Creep Capers

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Know Your Games

74

Over 270 games played to the max by your ever-faithful Total Game Boy team!

Coming Soon...

More BMX and Rayman EXCLUSIVES!

Bits and Bobs Explained!

TOTAL GAME BOY has every last drop of info you folks need to make the right choice next time you're selecting a new game. Every review covers all the info available on the title.

Game Boy Verdict

Price £24.99
From Quite Good Games
Release December
Genre Beat-'em-up
Players 1-2
Web www.nintendo.com

Extras
✓ Link-up ✓ Battery save
✓ Passwords ✓ Infra-red
✓ Printer ✓ Rumble Pak

Boss Hogs

• This little piggy screams like a baby when you press them buttons.
• I like the pictures they're all nice and bright and that. Hooray!

Dirty Dogs

• There are definite satanic references in the password section, but never mind.
• Although it looks good, there are only two bleeding levels in it!

Or you could try...

Monkey Puncher
From Electronic Arts

Punching monkeys is everyone's favourite pastime, so enjoy yourself!



Graphics

Looks like the angels themselves returned to Earth. ★★★★★

Sound

Mama, I can hear the angels a-singing. It's getting dark... ★★★

Playability

Plays like a pig, but the two play option is amusing at first. ★★★

Lastability

I completed this game in the time it took to boil an egg. ★★★★★

Right about here you can see whether the game has any of those all-important extras that make it so special. We've also got links to the official Web site for you, and most importantly of all, the price!

We've also suggested other games that may take your fancy... and they you never know, they might be cheaper!

One of the team may be yumming up a new title, but sometimes it's a matter of opinion, so let's see if we're all in agreement!



In my opinion...

Russ is talking utter rubbish! Again!

I have just about had enough of Russell Bleeding Murray running about the office with his pants on his head screaming "This game's good! This game's good!". It's the monochrome story of a brick called Elton, who bleeps occasionally! To give it 99% is nothing short of sick. I'm going to kill someone. With a knife. **Jem**

Final Rating

88

"It's a good job this game doesn't exist! Strictly for the bolds."

We've tested the strength of every title in the issue. It may be fun, but will it last more than a day's playing? If it gets over 90% it's a Hum Dinger!

it's a
Hum Dinger!

**NOW
TURN OVER
AND GET ON
WITH YOUR
MAG!**

Snoop!

FLIPPIN' WOMEN!

total The
Game Boy
BIG
Story!

Marvel

"Get your Spidey senses tingling and your Adamantium claw a-ripping, it's superhero time!"

Previous Marvel titles on the Game Boy Color haven't been outstanding to be honest, have they? *X-Men Academy* in particular was a messy disgrace – we only gave 70% even though it was our cover title!

Luckily, game developers have to take a hint eventually, and it seems that the new *Spider-Man* and *X-Men* titles from Activision are an enormous improvement. *Spider-*

Man 2: The Sinister Six and *X-Men: Wolverine's Rage* are both due out next month, and are both looking and sounding great.

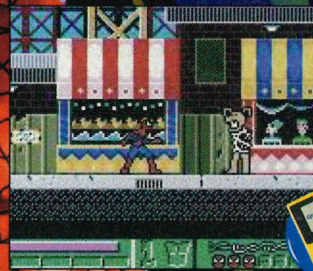
In Spidey's latest adventure Doctor Octopus, Scorpion, Sandman, Mysterio, The Vulture and Kraven make up the Sinister Seven, a team of super villains out to make away with the webbed wonder once and for all. They decide to kidnap Aunt May, which

is always a mistake, as all it does is get Peter Parker/Spidey thoroughly annoyed. In terms of gameplay, it's similar to the last adventure, but with more of an emphasis on problem solving than just plain scrapping. The graphics and sound are also greatly improved, with the option to play as Black Spider-Man bringing invulnerability.

Wolverine is in just as much of a pickle in *X-Men: Wolverine's Rage*. Some nasty piece of work going by the name of Lady Deathstryke has hit upon a molecular destabiliser which could mean a liquid end for Wolverine and his adamantium skeleton. Nobody likes to lose their skeleton, even on a good day, so the insanely violent one has a big job ahead of him, punching, clawing, jumping and ducking his way through twenty-odd levels from

China to Deathstryke's secret laboratory avoiding Ninjas, Savages, Hounds, Bikers and floating Robots along the way. There are also fights with Sabretooth and Cyber during the journey, plus great sound and better graphics than ever before!

Both of these titles are available from 15 June, but we'll have to wait until September for the Advance.



The intrepid team on TotalGames.net are absolutely Game Boy crazy and what with the incarnation of the beautifully crafted Game Boy Advance they're going more nuts than ever! This has got to be the only place on the Web to come if you ever need any videogame wotnot. See you there!



GBA: The Real Deal



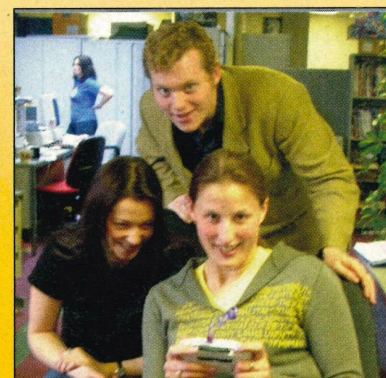
By George, We've Really Got It!

I hold in my hand a piece of hardware. The follow-up to the 100,000,000 selling Game Boy has already sold over 2,000,000 units worldwide, and we have obviously done our best to bump this number up. FYI, it comes in a neat little box with hardly any instructions, the games are strangely oblong and disappear inside the console (unlike Game Boy Color games which poke out) and the link cable is hardly an optional extra anymore.

With the added bonus that you only need one copy of the game for a link-up session, (you plug the purple-sided end into the console with the cartridge, which is easy enough no matter how drunk you may be) two-player and even multiplayer games are going to be the real *raison d'être* of the Game Boy Advance. Especially now that Activision has confirmed that *Doom* is soon to be released – multi-layer action, with the L/R buttons strafing away! Woo-hoo!

Bad points? The screen works the same way as the Game Boy, which means you're still going to need loads of light to see the game, and the tiny speakers still don't make for great game sound, although *Chu Chu Rocket!* sounds pretty sexy. You'd do best to invest in some headphones.

For import consoles, you may be fleeced for £250 if you want to get your hands on a Game Boy Advance today, so you're probably better off being patient for just another few weeks – especially as all the games, (with the exception of Sega's *Chu Chu Rocket!*, which cleverly has a language select) are in Japanese. Don't worry though, you'll be able to fight your way to the till of your nearest Videogames Emporium to buy one for roughly £80 on 22 June. Another bit of jarring news is that the games are set to cost roughly £30, making them as expensive as PlayStation games. But, with release titles such as (wait for it) *Super Mario Advance*, *Kuru Kuru Kururin*, *F-Zero Maximum Velocity*, *Castlevania*, *Konami Crazy Racers*, *Rayman Advance*, *Tony Hawk's Pro Skater 2*, *Ready 2 Rumble: Round 2*, *GT Championship*, *Chu Chu Rocket!* and *Twenty And The Magic Jewels*, you may not be complaining. Anyway, what are we doing telling you all this? We've got a Game Boy Advance to play on!



total Game Boy Gamefile



Spider-Man: Mysterious Menace

Publisher Activision

Developer Digital Eclipse

Players 1

% Complete 30%

Release TBC

Anticipation rating



● **THEY SAY:** The gravity-defying defender has to swing, kick, punch, shoot web, cling to walls and loads of other really cool moves to overcome evil.

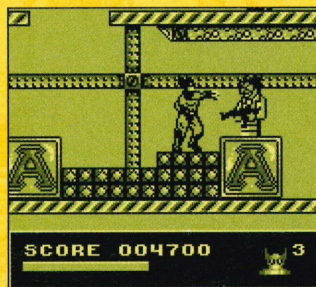
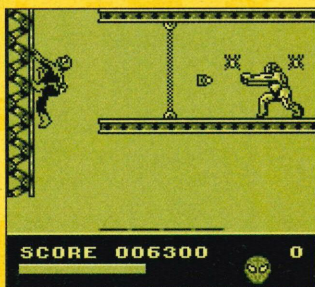
● **WE SAY:** Our acute spider senses tell us that they'll need to do more than just improve the graphics for this Advance game!

ellous!

Spider-Man VS X-Men?

With the two simultaneous releases of *Spider-Man* and the *X-Men* firmly based as Activision and Marvel's crowning glories it's worth a quick peek at the last adventure they shared on the Game Boy. Spider and the X-Men in *Arcade's Revenge* was a black-and-white adventure

starring the sticky web-slinger in league with his mutated chums in order to bring down an old enemy with a nice choice of characters and instantly recognisable platform gameplay. But just look at what we had to put up with graphics-wise! Blimey.



total Game Boy Gamefile



X-Men: Reign Of Apocalypse

Publisher Activision

Developer Digital Eclipse

Players 1

% Complete 30%

Release September

Anticipation rating



● **THEY SAY:** This Pak is being developed by the tried-and-true CBC coders at Digital Eclipse, who are working their fingers to the bone on it!

● **WE SAY:** I want to be Wolverine now! You were him last time!

The Zep Comics character Titeuf and his pals are huge in Europe, but if anyone's heard of them over here, they're certainly keeping it to themselves. That may be about to change though, with the new Infogrames title Tootuff. The little quiffed fellow and his pals all appear, and the French humour is certainly evident. The boardgame-style gameplay can get a little dull, but as you make



total Game Boy Charts

Here's what's hot and what's not on the Game Boy courtesy of ChartTrack!

- 1 Pokémon Yellow**
Nintendo
- 2 Pokémon Red**
Nintendo
- 3 Pokémon Blue**
Nintendo
- 4 Tetris**
Nintendo
- 5 Super Mario Land**
Nintendo
- 6 Cat Construction**
Mattel Interactive
- 7 Super Mario Land 2**
Nintendo
- 8 Game Boy Smartcom**
Datel
- 9 Mario Tennis**
Nintendo
- 10 Montezuma's Return**
Take 2 Interactive

TOP GAME THIS ISSUE!

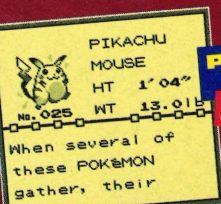


MARK: WHAT?
Unbelieva

No.1

POKÉMON YELLOW

OTHER BIGGIES!



POKÉMON RED
No.2



POKÉMON BLUE
No.3

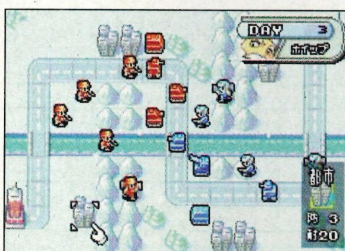
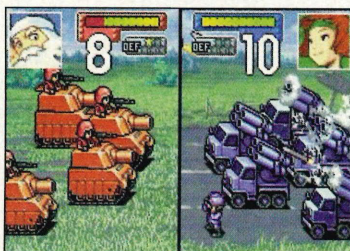
Game Boy Wars Advance



Take a look at these screenshots. Pretty special huh! Don't be fooled by the cutesy characters though, this game's all about spilling blood, guts and fury!

No release dates as yet, but the latest confirmed Nintendo Advance is the admirably violent strategy title tentatively pencilled in as *Game Boy Wars Advance*. Every known instrument of war is at your disposal, and there are many many characters to choose from as you take on the CPU or

a friend in a battle to the death. Tanks, rocket launchers, cavalry and infantry fight to the end in many different terrains, as you order your men over the top for death, glory or long-term physical and psychological damage. There's still a lot of mystery surrounding the title, but check out the screenshots – at least we know it looks fantastic!



game Boy Gamefile

Publisher	Nintendo
Developer	In-house
Players	XXXX
% Complete	80%
Release	TBC

Anticipation rating



- THEY SAY:** Thanks to the game's user-friendly rules and its Tutorial mode for beginners, anybody can enjoy this full-fledged battle simulation.
- WE SAY:** Blowing up your mates? Yaaaaay!

Resident Evil

Popcorn Competition For Lara?

It may have failed to reach the Game Boy Color, but *Resident Evil* is soon to be finding a new audience on the silver screen. Milla Jovovich plays Alice (Claire in the original game), the leader of a commando team charged with the task of saving the world from flesh-eating zombies, or something.

The makers, Constantin Films, sum up the plot thus: "The story focuses on a military unit that fights against a powerful super computer that is out of control. In order to save the world, the military unit must combat hundreds of scientists who have mutated into flesh-eating undead due to a laboratory accident." And that's not all – we can also expect Duke Nukem to be putting in an appearance in cinemas next year, although the planned PG-13 rating doesn't bode well.



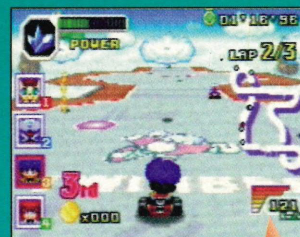
***Pokémon:
The Second Coming
Gold and Silver
Adventurers Return!***

high crate. Hovercrafts and helicopters flanked the mysterious crate past the Houses of Parliament and Tower Bridge, until it was finally crow-barred open to unveil the figure of the legendary Elekid. VIP Pokémon fans were present to welcome home the explorers, and get their hands on the brand new game. Shame you weren't there really!



Konami Krazy Racing

By September Konami of Europe plans to have three top quality GBA products on the shelves. Although names haven't yet been revealed, the games will feature skateboarding, golf and a major movie licence.



Total
Game Boy
Gamefile

Publisher Konami

Developer In-house

Players XXXXX

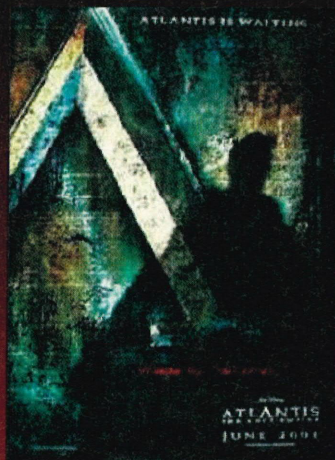
% Complete 100%

Release June 22

Anticipation rating

It is Cold?
 Or is it Red Hot?

● **WE SAY:** Stop talking, and get us that bleeding cart!



Disney's Atlantis

THQ Announces New Titles

After the strange antics of *The Emperor's New Groove*, Disney is planning a very different adventure with *Atlantis: The Lost Empire*, due out in cinemas here in late summer. The feature-length non-musical sci-fi story follows the adventures of scientist Milo Thatch, as he uses an ancient book to discover the lost city of, you guessed it, Atlantis. THQ has announced that they are planning a videogame version of the movie for both the Game Boy Color and Advance. The former will boast 14 levels of gameplay, bonus mini-games and puzzles, while the Advance title will challenge players in more than 15 levels of gameplay that include familiar environments and characters from the movie. Which all sounds very nice, but they're not giving away anything else just yet...



↑ This new Disney adventure looks very dark and mysterious. Now, where's that map?



Lego Returns!

Studio, Island 2 & More!

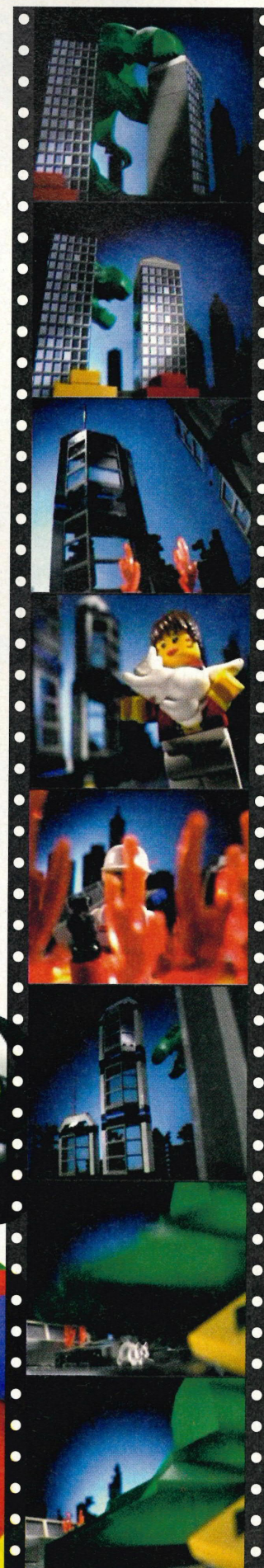
The most expensive Lego set ever, at £159.99, Lego Studio is, depending on your view, an unaffordable luxury, or simply the most amazing production the toy company have yet released. The Lego & Steven Spielberg MovieMaker Set lets you make your very own movies using the traditional bricks and a very clever little camera. The full instructions, plus tons of pieces, including a T-Rex, fluffy kitten, helicopter kit and loads more, make it endlessly entertaining and educational too. Full instructions on making your own movie via the PC camera are given, so you can create your very own movies, edit them together with the programme provided, and then show it to your mates – or even enter the Lego movie awards, via www.lego.com/studios. It's sad that the kit is only available for use with PCs, and the extremely high price prevents it from being ideal for everyone, but it

may encourage a whole new generation of film-makers, plus all of Spielberg's proceeds are given to charity. Apart from anything else, it's a right laugh too!

Not content with revolutionising their own building brick product, Lego has also recently released a brand new Game Boy title, *Lego Island 2: The Brickster's Revenge*. The game slipped onto the shelves quietly just before Easter, and is an engaging RPG starring pizza delivery boy, Pepper. Criminal Brickster has escaped from prison and it's your job to put him back where he belongs, whilst keeping everyone on Lego Island happy. Many famous Lego worlds appear, including Lego Adventure and Lego Castles. If you like the idea, but can wait until September however, you'll be able to play the adventure on the Game Boy Advance, with greatly improved sound, graphics and extras.



↓ Budding Spielbergs step up and get ready with that clapper board. Everyone ready... ACTION!



stunning silver link cable – ideal for real Pokémaniacs to trade their brand new finds in Gold and Silver! For only £9.99, this excellent double-pack is available now at all good places to buy things like this.



Lady Sia!

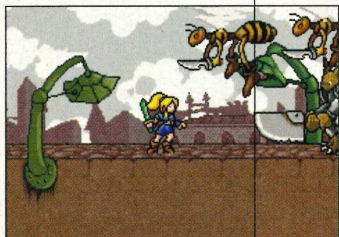
TDK Announces GBA Titles

TDK Mediactive has released images for its stunning looking Game Boy Advance platformer Lady Sia. It's a 2D side-scrolling platformer featuring the adventures of a young warrior princess in her fight against an invading army of beast-men. The fantastical setting is perfect for the powerful capabilities of Nintendo's new handheld, and TDK has certainly gone to town with the characters and scenery.

The colourful backgrounds are perhaps most impressive, and even

seem to outclass *Mario Advance* in the 'Wow' factor stakes. However, platform games either make it or flake it on the strength of their gameplay and in that department Lady Sia has yet to prove itself. Still, with 21 different enemies, magical special effects, the ability to transform into a mighty Sasquatch (!?) and secret passages, areas and goals galore, Lady Sia could quite possibly be a hit. TDK Mediactive is

planning a June launch.



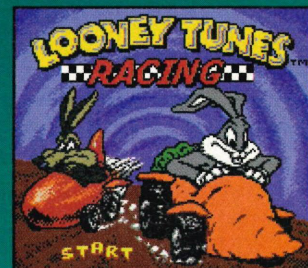
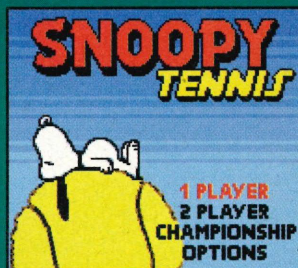
GBC ON PS2?



At Last! Game Boy Color Hits The Big Screen

Datel, the company behind the highly successful Action Replay devices has just announced a brand new device, that allows you to play all of your Game Boy Color games on your PlayStation2. Game Studio is an easy to use emulation system that allows gamers to play their Game Boy Color games on a TV via a PS2. After uploading the software on a PS2, the Game Boy Color cartridges are inserted into a specially designed GamePort that fits directly into the memory card slot on the PS2. Gamers can play Game Boy Color games on full screen in high-resolution, as Game Pak Studio makes use of Sony's bi-linear filtering, giving smoother edges and better colours.

Game Studio comes with eight free games already installed – *Space Invasion*, *Karate Joe*, *Painter*, *ATV Racing*, *Full Time*, *Hang Time*, *Pocket Smash Out* and *Race Time* – as well as a built in Action Replay primed with thousands of codes. Datel also provide a special cartridge free with Game Studio, which allows you to download the free games and plug them into your Game Boy Color ensuring play on the go. And if they haven't covered all the bases so far, the fact that Dual Shock pads will work with Rumble Pak enabled games makes it a home run. Game Studio is released in April and will cost £39.99.



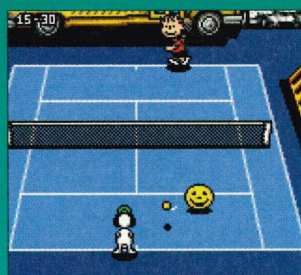
Snoop & The Tunes

New Infogrames Titles Ready To Roll.

Not wanting to be outdone by Mickey Mouse and every other cartoon character of the past hundred years who have appeared in their own GBC racer, Infogrames is gearing up to the release of Bugs Bunny and co in their own *Looney Tunes Racing*, and it's not at all bad as it goes!

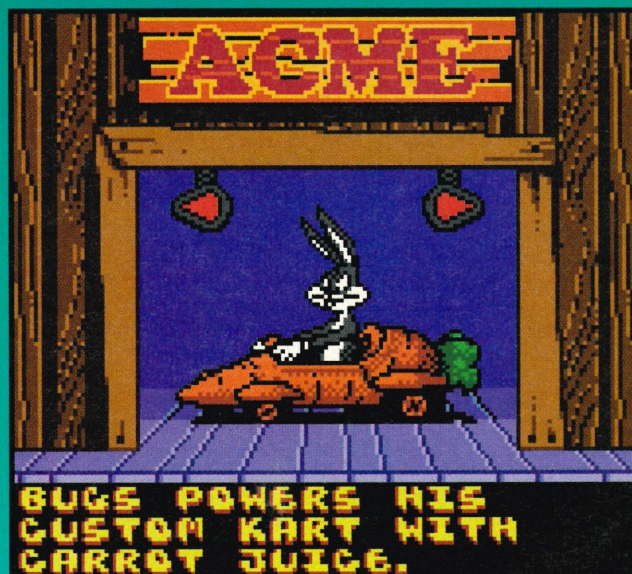
You get to play any of five characters, and buy new ones, with new ACME moves and vehicles through each track course. It seems quite straightforward, but check out the graphics! Also from Infogrames, everyone's favourite Beagle isn't about to let Mario have all the fun, so he's appearing in his very own Game Boy game, *Snoopy Tennis*!

Look out for our exclusive review in the next issue.

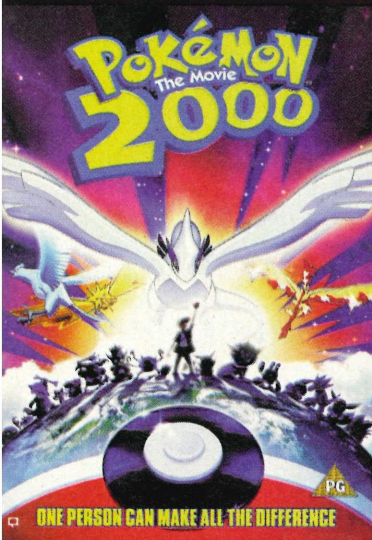


↑ All your Snoopy favourites will be battling it out on court – so tighten your strings!

↑ Sylvester the Cat will make an appearance mixing his wurr with his rurs.



↑ It'll be less of "What's Up Doc?" and more "Foot Down Bugs" in *Looney Tunes Racer*. But will Bugs strap his ears back for less wind resistance to make up those crucial seconds on his toon pals?



Pokémon 2000

Available To Buy!

If you were unlucky enough (or lucky, to be honest, depending on which camp you're in) to miss the critically acclaimed second feature-length adventure starring Ash, Pikachu and pals in cinemas last year, the whole shebang is now available to buy on video and DVD. Not only do you get the whole story of Ash's quest to save the world from nasty monsters or something, you also get an exclusive special edition Pikachu trading card, and a sneaky peeky at *Pokémon 3!* Start saving those poké-pennies for the 14 May release right now!

Advanced Cheating

Gameshark For GBA Already?

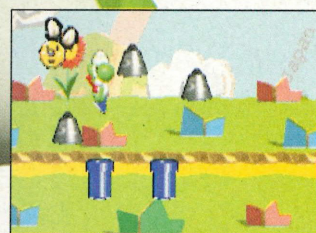
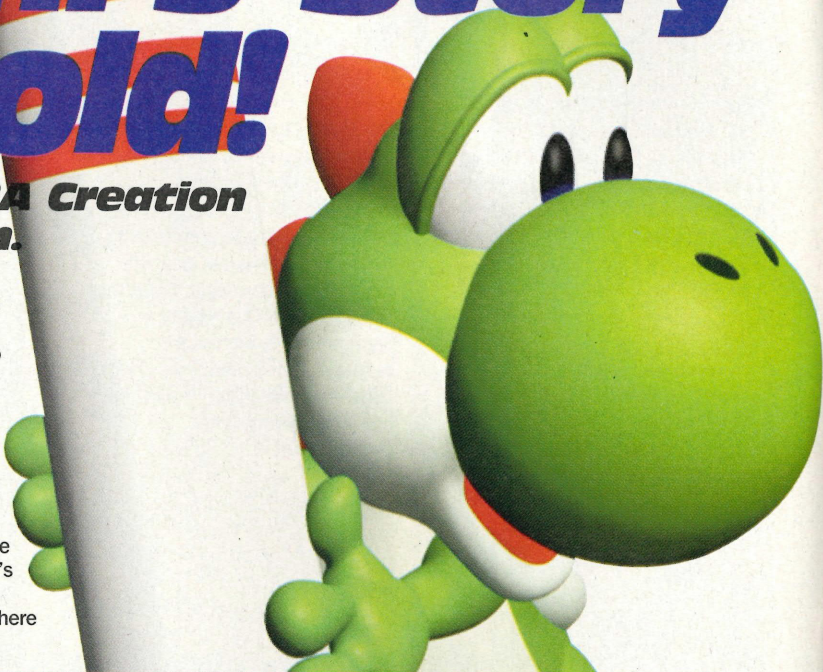
If you live over the other side of that big blue wobbly thing known as the Atlantic, you'll be glad to hear that you're going to be able to start hacking into those brand new games, perhaps as soon as the console itself hits the shelves! This is all thanks to Interact of America, whose GBA Gameshark cartridge is already ready to roll.

It's also reported that you'll be able to link your Game Boy Advance and Gameshark to your PC, in order to download codes from the Internet, as well as boasting an in-game trainer that allows you to find and make your own codes. For UK cheats, Mark Wallace of Fire International and Dattel are working on Blighty game busters as we speak.

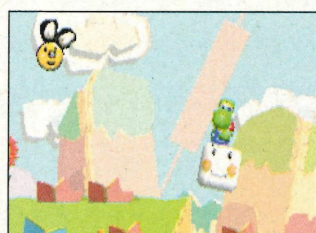
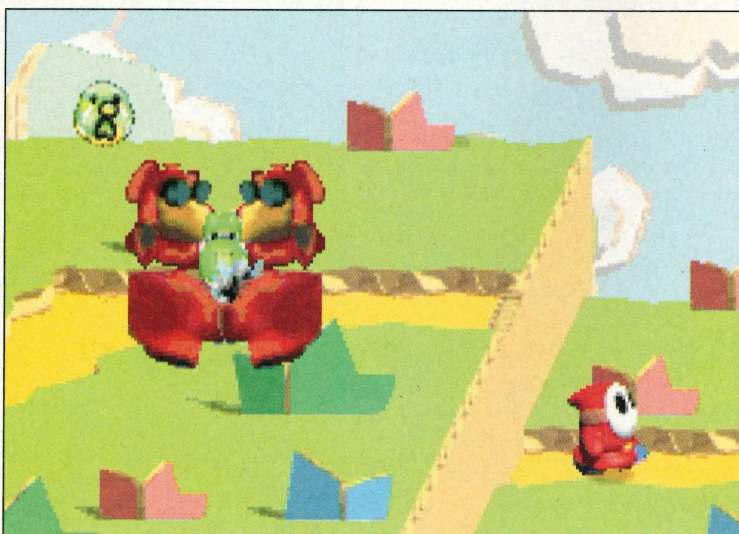
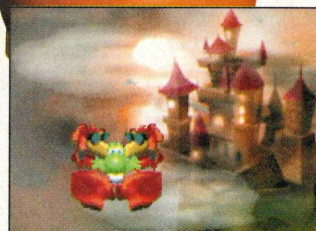
Yoshi's Story Untold!

First Ever GBA Creation Tracked Down.

When Nintendo were first entering completion of the Game Boy Advance, and were showing off their machinery to game developers, they showed a playable demo of *Yoshi's Story*, the excellent SNES game. With that, the developers went off, suitably impressed, and made their own games. No more has been said of the *Yoshi's Story* port, but we've seen a playable version, which these shots were taken from. And if there's any justice in this world, a finished game must be on the cards somewhere along the line, no?



↑ The greenest dude on the Game Boy!



↑ We must have this game. Give it to us... now!



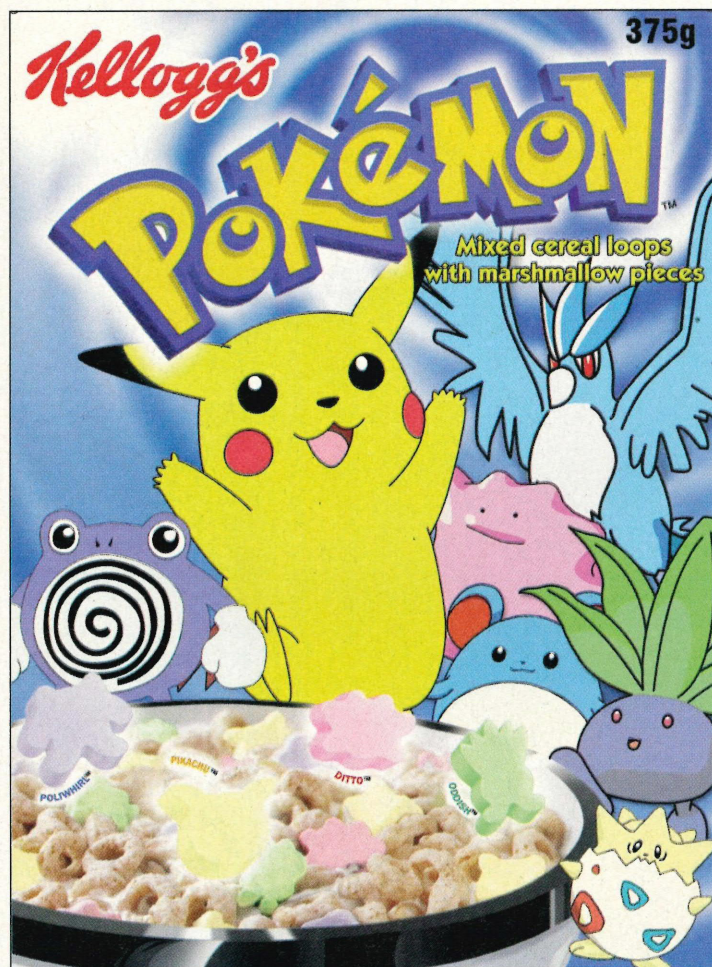
There should be a few changes, with different tracks, and a UK friendly title, *GT Advance Championship Racing*. But it will still feature more than 40 authentic cars with parts that can be upgraded from seven top car manufacturers including Honda, Mazda and Mitsubishi. For our exclusive review of the Japanese title, turn to page 16 right now, buster!



Pika-Pops!

Pokémon Cereal Hits The Shelves

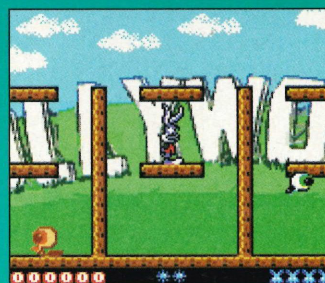
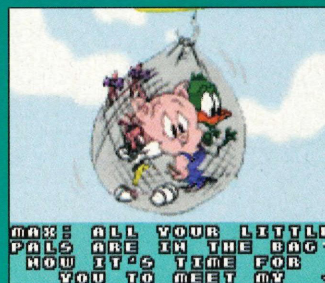
You've played the games, traded the cards and seen the cartoon. Now you can finally eat your very own Pokémon pal, with the new cereal from Kellogg's. With the help (apparently) of Professor Oak, Kellogg's has created this 'limited edition breakfast cereal made of yummy mixed cereal loops and dozens of...' those annoyingly squeaky little marshmallowy things you get in Lucky Charms and the like. These are apparently in the shape of Pikachu, Ditto, Poliwhirl and Oddish. They're jumps lumps really. But never mind, it tastes lovely, and is available in all stores for two months only, priced £1.99. Yummo!



Tiny Toons: Buster Saves The Day

It's quite possible that some of you have never heard of *Tiny Toons*. The adventures of the little Warner Bros offspring was hugely popular in the last century, and featured in some classic platform titles, particularly on the SNES.

Well, now Virgin Interactive has the licence to create new games, and the first is a brilliantly addictive arcade-type puzzler. In *Tiny Toons Adventures: Buster Saves The Day*, you play the little Bugs sprog himself, who somehow has to save all his little pals from the spoilt-rotten rich boy Maximillius by kicking footballs and throwing basketballs at very strange little creatures, working his way to the final showdown with Max himself. The hectic arcade-style action is definitely addictive, and the sound and graphics are superb. And this is only the first of the new *Tiny Toons* titles from Virgin!



↑ The Tiny Toons are making a, er, BIG comeback!



Publisher Virgin Interactive
Developer Warthog
Players R
% Complete 100%
Release July

Anticipation rating



● **THEY SAY:** Top-speed arcade action featuring classic cartoon characters and the start of many cool new licensed releases.

● **WE SAY:** Ball-bouncing bunny business, with cool design and loads of levels should make it £20 worth of fun!

www.adoptadolphin.com

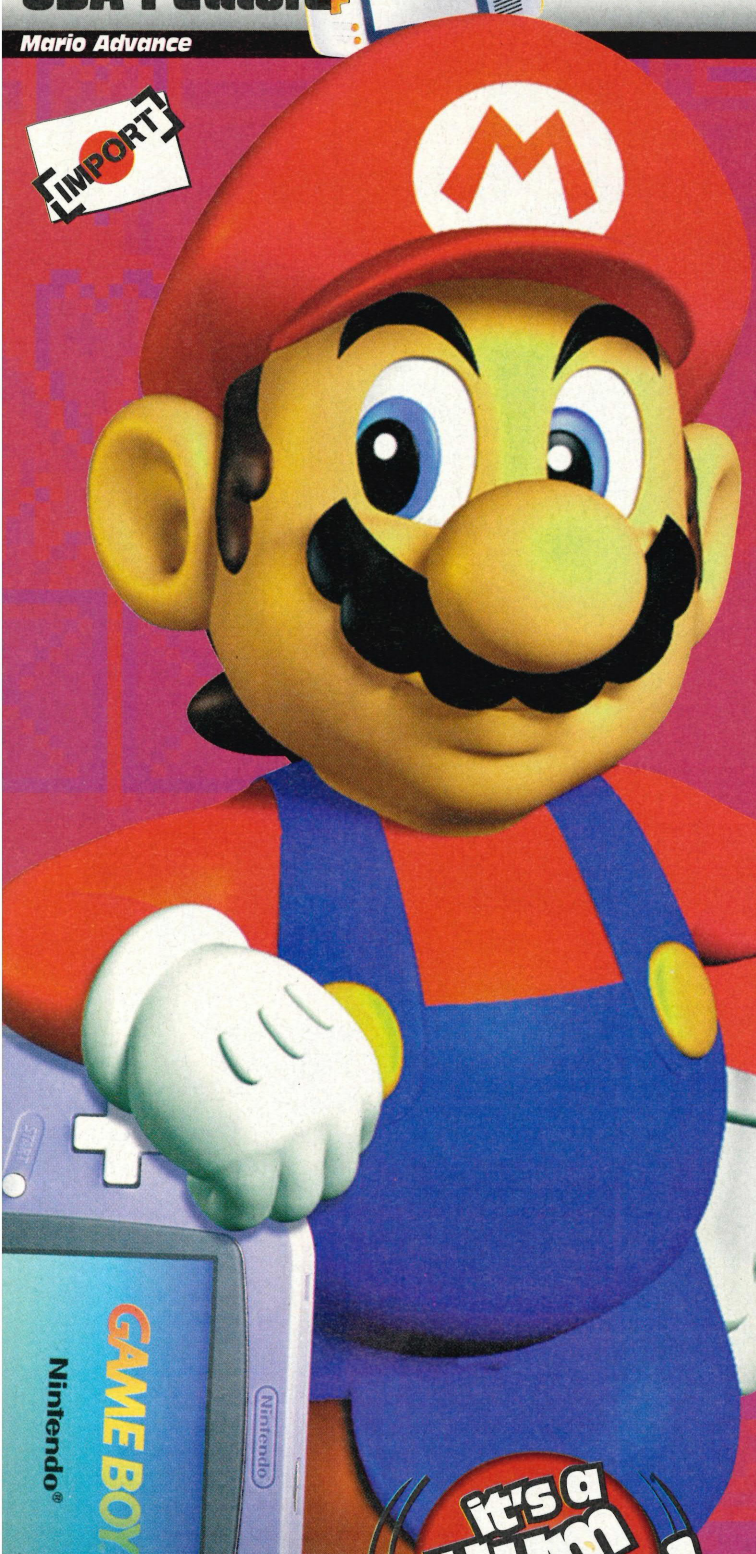
adopt a dolphin

with WDCS



WDCS

[IMPORT]



"With all the quality of graphics SNES and then some, this is a"



Mario

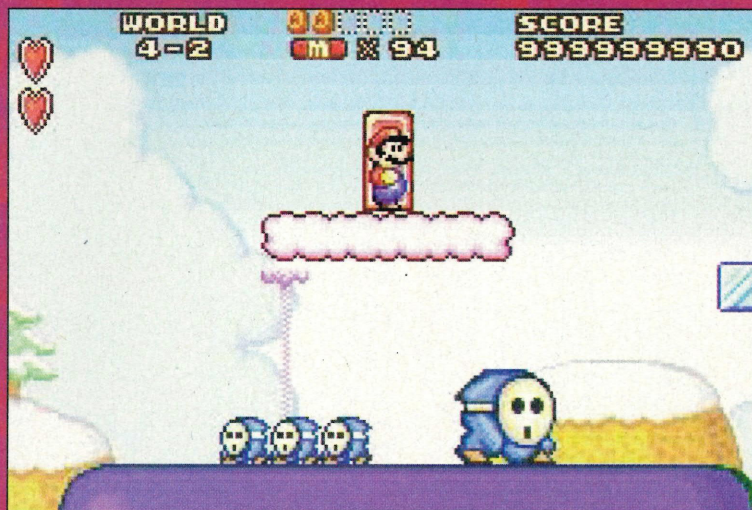
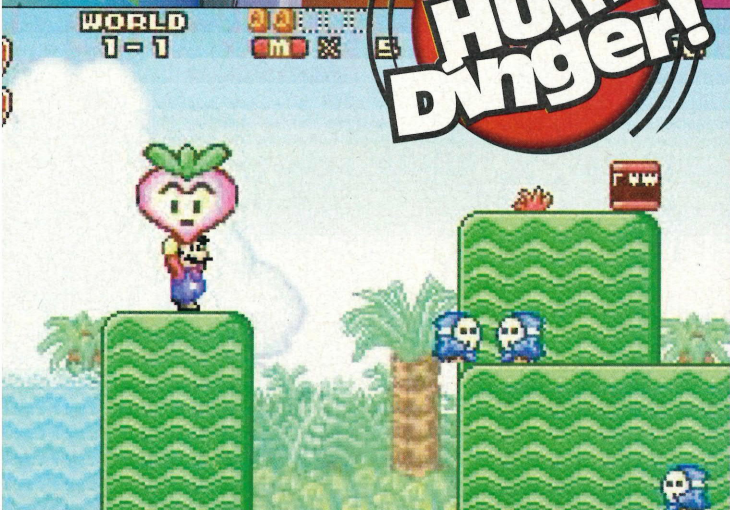
Who cares if there's a little Japanese text on the screen?

Oh, it's good, everybody, let me tell you. Even the most casual videogame fan couldn't fail to be impressed with this new contraption what I hold here in me' hands. Especially when you've got this flagship cartridge inserted. Okay, so at first we were decidedly miffed that Nintendo had decided to bring out an old NES game to launch its new console, but we're all in agreement that the version of *Super Marioland 2* featured in *Mario Advance* is head over heels better than even the SNES version, and you don't need endless leads and a telly to play it!

It's A-Him! Mario!

The really scary thought is that there may be some of you out there who

are too young even to have heard of the original game (pass me a tartan blanket, sonny!) This multi-character platformer first saw the light of day in 1998, and shocked Mario fans with its change of style. Here, re-dubbed *Super Mario USA*, all the action and the instantly recognised secrets and fun are on this tiny cartridge. You get to take on the role of Mario, Luigi, Princess Toadstool or Toad in your quest to hit pink things with big noses. Mario, being the main hero, is pretty rubbish, and moves normally; Luigi has a fantastic jump; the Princess can float and Toad is very strong – which comes in handy for this adventure, revolving as it does around pulling up plants and creatures to generally throw about in your quest to destroy all the nasty things and survive until the last of the twenty one-plus levels. Mario freaks



as you saw in Super Mario All-Stars on the gorgeously colourful adventure!"



Advance



will miss out as far as Koopas, green pipes and question marks go, but this oddball in the Mario legend has never looked or sounded better than it does here.

With all the quality of graphics you saw in *Super Mario All-Stars* on the SNES and then some, this is a gorgeously colourful adventure, and, aside from the usual jaunty Mario tunes, there's an amazing amount of cool speech included, as each character jumps around the fast-scrolling landscapes. The game always gave a nail-biting challenge, and even old stalwarts such as us aren't annoyed to have to travel through the same old lands again

and again – it's still addictive after all these years!

Let's A-Go!

Which makes the inclusion of the classic Mario Bros arcade game all the more of a bonus. There are no instant saves here, just full-on beat-your-own-record classic action, and again, it looks fantastic.

We haven't been able to test the two-player version yet, but it's just another in a long list of reasons as to why *Mario Advance* is an awesome videogame event, which honestly changes the way you'll look at handheld gaming forever. Oh, and the fact that this is an import, with

most text in Japanese, doesn't really matter to the game at all. But if you do want to sit tight and wait until you get the English version, you're in for a treat and three-quarters, you lucky, lucky people!

Jem



In my opinion...
Damn fine platform action in your hand!

Mario Advance is a marvellous title. Okay, so it is basically only a port of *Super Marioland 2*, but as ports go, this is a very impressive one! Because of the various abilities of the four characters, the game can be explored in many different ways and this ensures that there is plenty to investigate and tons of secrets to reveal. If you plan on getting a Game Boy Advance when it is released, you'd be doing yourself a favour by buying this title while you are at it!

Paul



↑ You vanquished the nasty pink thing! Well done. But hang on...

↓ You never know when there'll be another baddie round the corner.



total Game Boy Verdict



Price £50-ish
From Nintendo
Release Out now
Genre Platform
Players XXXXX
Web www.nintendo.jp

Extras
✓ Link-up ✓ Battery save
X Passwords X Mobile Link

Mushrooms

- The best Mario has ever looked on a handheld console.
- The best Vs battles ever seen on a handheld console.

Ba-Bombs

- Faithful to the original, but easy if you've completed it before.
- Japanese text may confuse some – you could try waiting a bit.

Or you could try...

Mario Tennis

From Nintendo

The most recent outing for Mario and chums in the old, honest-to-goodness Game Boy Color.



Graphics ★★★★★
They're, well, advanced.

Sound ★★★★★
The best tunes, and loads of speech.

Playability ★★★★★
A superb challenge, even if it is old.

Lastability ★★★★★
You'll be battling with your mates for ages!

Final Rating

93

"The most important Nintendo release in years, and even if it is a re-hash, you'd be a fool to miss out on the fun!"

Dr Shrew Goes On A Bit!



'Reach for the stars, baddada...' What? Oh, is it me again? Good heavens, I'm busy this issue. Well, not an awful lot of people know this, but *Super Marioland 2* actually started out as a totally different game altogether. Named *Doki Doki Panic*, the platformer told the tale of two kids who were reading a book, when a big green hand popped out and yanked them into some kind of fairyland. Their pet monkey ran off to find help, in the shape of a very strange family led by Papa Strong. As you can see, by comparing the original sprites with the Mario team, less work was needed on the change than you may think. Not a lot of people know that, because they have far better things to do than worry about it, but now you have the knowledge, do with it what you will...



IMPORT

GT All Japan Grand Touring Car Championship

Simply the best handheld real-life racer ever, otherwise known as All Japan Grand Touring Car Championship...



LNow that's what you really want from an imported Japanese game – practically every word in English! With every track on this spectacular racer based in Japan, you may not think it would be so Western-friendly, but it's easy to use, and flabbergastingly enjoyable.

Ghost Racer!

There's not enough room here to sing the praises of GT, so let's just list the amount of fantastic elements you'll get when you slip this minuscule cart into the console. Not only is there a complete championship to conquer, with loads of tracks and a good few cars to choose from, but there are also weather options for the courses, and an entire pit-stop worthy amount of options for each car. Not only this, but you can also

save Time Attack races and race against your ghost car. You can design your own tracks, and race against up to three other mates on them. There's also a mobile link-up option, which allows you to download loads of other options and secrets. We're running out of room, but you get the picture... this game really ROCKS! Russ



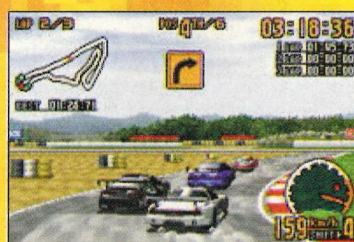
In my opinion...

Over-rated and due to be slated!

Hmm, I'm not so convinced! Despite the admittedly pretty graphics, this game is no more special than, say, *Lego Racer* on the GBC. Hang around for a better racer! Paul

Come Rain Or Shine...

The amount of options you have for each individual race in GT is amazing. In many ways it's reminiscent of the old Amiga Lotus racers, but on a cart the size of a wafer thin mint, and with no loading time! Once you've fought your way through the Tournament, and got all the cars and extra tracks you want, there's still an almost endless amount of new things to do. The game gives you the option to design your own tracks, and then race against friends, the CPU or yourself on them! Testing yourself on Time Trials is given an extra tricky variant, depending on whether you choose to race in rainy or sunny weather. A wet car is always easy to thrash, as these shots prove!



Look! There's no big wheel on the horizon for a change! Hurrah!

total gameboy Verdict



Price £50-ish
From Kemco
Release Import now
Genre Racing
Players XXXXX
Web www.nintendo.co.jp

Extras
✓ Link-up ✓ Battery save
X Passwords ✓ Mobile Link

Top Speed

- Loads and loads of options, link-ups, game styles, secrets etc.
- Rocking soundtrack, unbelievable graphics and a nice intro.

Kerr-Ash!

- Only a small choice of vehicles at first.
- It's impossible to jump or crash, as far as we can make out.

Or you could try...

F-Zero Advance
From Nintendo

Swap the cool racing cars for strange robotic things and there you are!



Graphics ★★★★★
A cool intro, changeable weather, and lovely pixels.

Sound ★★★★★
Heavy metal-type music, but otherwise fine.

Playability ★★★★★
You certainly won't tire of these races in a hurry.

Lastability ★★★★★
Design your own tracks, there's loads to do!

Final Rating

96

"Even if you don't like racers, this'll knock your socks off!"

Castlevania: Circle Of The Moon

Bats circle the sky, the undead walk again and vampires lurk in every corner. At least we THINK that's what's going on...

After a no-more-than-satisfactory outing on the N64, *Castlevania* is back in glorious 2D, where it belongs. And a good thing too, as the previous vampire-thwarting escapades on the Game Boy have left barrel-loads to be desired. This time, though, they've got it right. For all that it's on a screen the size of a matchbox, the Game Boy Advance *Castlevania* looks fantastic.

Whipcrack Away!

Basically, Dracula's up to his old tricks again, so two young vampire hunters, Nathan Graves and Hugh Baldwin, vow to reseal the vile him in his cosy tomb, meaning that it's your job to infiltrate the legendary castle and save the day. But be warned, just as all of the pick-ups and villains have remained the same, so too have the cruddy bits of *Castlevania* returned.

Dark And Comfortless

Unlike the other Game Boy outings for *Castlevania*, there are no real levels to this adventure. You go up levels in experience as you journey through the genuinely labyrinthine castle, until you've seen 100% and got rid of Dracula. There are many saves hidden away in the walls, but it's hard to get any feeling of satisfaction out of each play, unfortunately. The gameplay's as challenging as ever (and how!), it looks great and the sounds are fantastically eerie. But, aside from the fact that the dinginess of the GBA screen makes it unnecessarily hard, you cannot play this game properly on import. There are yards of Japanese text, with many crucial tricks to learn and configurations to define that prove almost impossible unless you're fluent in oriental languages. So, for all its impressiveness, this title is one to wait for, and then may only appeal long-term to real *Castlevaniacs*.

Jem



In my opinion...

Where's that Japanese dictionary?

I'm afraid Jem's right about this one. *Castlevania* will probably be a great title when it makes it to these shores, but as an import title, it's just too tricky. Scarily good graphics though...

Karen

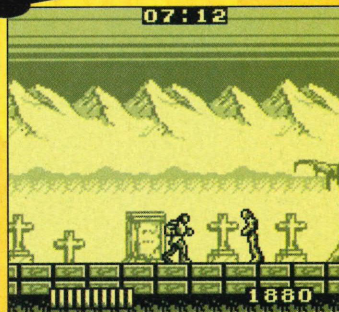


For all it's 'one huge level' gameplay, this is still a tricky challenge. We only got as far as this big pink pig thing. And he's a git and a half to kill!



Marvin McFly Returns!

Hi guys, I heard that that seriously heavy vampire-hunting title *Castlevania* had returned to the Game Boy, so I jumped into the old Jam Jar and revved up to 88 mph to take a look at the past *Castlevania* episodes on the original Nintendo handheld. *Castlevania Adventure* in 1991 was the first attempt to bring the Simon Bellwood geezer's adventures to the little green screen... and it stinks, it has to be said. All the *Castlevania* ingredients are there - whips, candles, bats - but it's an ugly, plodding mess of an adventure. The follow up, *Castlevania 2*, from the same year was almost as bad, but with a choice of levels, it was more just a bit of fun than anything else. *Castlevania Legends* from 1997 only passed a few idle minutes as you control a female vampire hunter through catacombs and so on. But after a look at the new game... boy, I'm gonna zoom off to 22 June right now and get me a copy of *Circle Of The Moon*. Outta my way, I'm buzzing off back to the future!



total gameboy Verdict



Price	£50-ish
From	Konami
Release	Import now
Genre	Platform
Players	1
Web	www.konami.com

Extras

- X Link-up
- ✓ Battery save
- X Passwords
- X Mobile Link

Fangs A Lot!

- Remarkable miniaturised graphics, and some really great sound.
- A truly eerie and extensive adventure.

No Fangs

- No link options at all, just the game itself.
- It's no good in Japanese, and just too dark for a GB screen.

Or you could try...

Tomb Raider
From Core Design

More platforming high jinks, but with more boobies and less vampires.



Graphics ★★★★★
Small but perfectly formed.

Sound ★★★★★
Scary screams and rubbish theme music.

Playability ★★★★★
Big old adventure, easy to get lost in.

Lastability ★★★
No available link options that we can see.

Final Rating

88

"Let's just see what it's like in English, eh?"

Mr Driller 2

Everyone's favourite Japanese drilling fanatic is back for a bit!

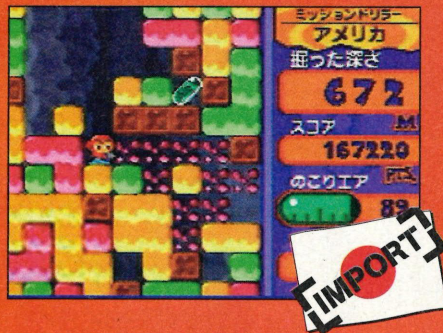
Check back a couple of issues and you'll see that we rewarded the typically bizarre, madcap arcade puzzler *Mr Driller* with a grand score of 80%. Well, everyone out there with half an idea of buying their own Game Boy Advance may as well forget about the first title – for all that *Mr Driller*'s great fun, it's always been a bit of a one-idea game. And that idea's on this here cart, so there's no need to buy the first game. However, that idea has been stretched even further in *Mr Driller 2*...

Drill Seeker

The world's in trouble again, so you've got to get out your drill and bash away at loads of blocks without getting crushed or running out of oxygen. This time, though, there are some lovely backdrops, including New York, India, Africa and the North Pole. The graphics, it almost goes without saying, are fantastic, and the sound is also good if you like annoying

little Japanese voices. Innovations in the new title include blocks that tip the entire mineshaft sideways and upside down, puzzle stars and even more funny little creatures. In addition, there are loads of extra secrets to be revealed, a two-player game to keep you occupied for many long evenings and a ridiculous amount of options. Nonetheless, once again it's almost impossible to work out exactly what's going on with the Japanese text, so this is far from being an ideal title to choose as an import.

Karen



total gameboy Verdict

Price	£50-ish
From	Namco
Release	Import now
Genre	Puzzler
Players	XX
Web	www.namco.com
Extras	✓ Link-up ✓ Battery save X Passwords X Mobile Link

Dig It!

- Fast frenetic action again, but with even more options!
- Some great cutesy cartoon graphics and animation.

Look Out!

- Lots of Japanese text – you may want to leave it for now.
- Very hard challenges make it difficult to get deep into.

Or you could try...

Mr Driller From Namco

Okay, so the original has been superseded, but it's cheaper.



Graphics ★★★★★
Great detailed animated characters and worlds...

Sound ★★★★★
The worst sound on the GBA so far.

Playability ★★★
It's almost impossible to say in Japanese.

Lastability ★★★★★
When translated, you'll be playing AND swapping away!

Final Rating

87

"The ultimate Mr Driller game collection!"

Pinobee: Quest Of The Heart

He's a little bee with no heart. Poor little fellow. Still, squash him with a teaspoon, would you?

One of the first GBA games available to play, *Pinobee* was one of the attractions at last year's ECTS show, where it impressed everyone with its amazing colourful graphics and top-speed action. Half a year on though, it's impossible to ignore the problems with the first original platformer for the GBA, especially on import.

Don't Sting Me!

There seems to be a lot that's original and clever about this title, but it doesn't come across at all in Japanese. You play the little fellow, out to save his bug mates and fill his chest with the desired organ, and the 'jump-jump' style of flying is a new one to us. What with being able to climb walls and bash everything that moves *Sonic*-style, there's a lot to explore here, and the cleverest thing is that the way the story unfolds depends on how you complete each level. After every stage,

Pinobee fills in his diary. If you missed a crucial point, you still complete the game, but only in one possible way out of many. This is a very cool idea, but on import, this title is nothing but bemusing. It's far too easy to just coast through, and as you can't understand a word, you're not going to see much of any interest throughout the game.

Simon



total gameboy Verdict

Price	£50-ish
From	Hudson Soft
Release	Import now
Genre	Platform
Players	X
Web	www.hudsonsoft.com
Extras	✓ Link-up ✓ Battery save X Passwords X Mobile Link

Busy Bee

- Superb cartoony graphics, full of impressive detail.
- Great 'choose-your-own-adventure' style gameplay to get into.

Smelly Wee

- Much of it is basically nicked from *Sonic*, with a bit of *Rayman*.
- Sadly, it's just completely nonsensical on Japanese import.

Or you could try...

Rayman Advance From Ubi Soft

You won't have to wait long – check out next issue's EXCLUSIVE feature!



Graphics ★★★★★
Colourful, detailed and entertaining.

Sound ★★
A big drawback – extremely mindless tunes.

Playability ★★★
Without the text, it's a pretty bland challenge.

Lastability ★★★★★
In English, there are tons of interesting secrets.

Final Rating

80

"Buzz buzz buzz... too early to say!"

Megaman EXE

Rockman's back in a mega-weird new adventure... but what's going on?

This game could be absolutely fantastic. It could be a large amount of smelly underwear. But we don't think it's a load of pants, it's just – guess what? – all in Japanese! And though this can just be a nigger in a platformer, in an RPG like this it's a complete nightmare!

I Think I'm Turning Japanese!

The idea behind this title is that it sort of acts as a precursor to the release of the recognisable Megaman platformer game on the Advance. It's kinda Pokémon in nature, as you play a little boy with a

Tamagotchi-style link to a parallel universe, in which you control Megaman in Pokémon-style battles. If you have a certain kind of day in the real world, it affects the battles you may have to face in Megaman's world, or something. It's hard to tell really, as you don't know what anyone's saying to you! If you're not careful, you'll be running around with nothing whatsoever to do, and getting stuck in an inescapable START menu option. It's simple – don't even think about getting this in on import, chaps and chapesses. Even if it does look very nice.

Nerys



IMPORT

total gameboy Verdict

Price	£50-ish
From	Capcom
Release	Import now
Genre	RPG
Players	1
Web	www.capcom.com
Extras	✓ Link-up ✓ Battery save ✗ Passwords ✗ Mobile Link

👍 **Mega, Man!** 👍

- Detailed animation and fantastic graphics make it a joy to watch.
- Pokémon-style battles are certain to grab the kids' attention.

👎 **Manky Man** 👎

- Impossible-to-fathom menus... probably even in English.
- We turned down the volume after roughly two minutes.

Or you could try...

Pokémon Gold/Silver
From Nintendo

Even old classics are nipping Pokémon ideas these days!



Graphics ★★★★★
Great detailed animated characters and worlds...

Sound ★★★
The worst sound on the GBA so far.

Playability ★★★★★
Almost impossible to say in Japanese.

Lastability ★★★★★
When translated, you'll be playing AND swapping away!

Final Rating

78

"Another 'let's wait and see' job, we reckon!"

F-Zero Advance

More hi-tech lawnmower racing fun - a potential must-buy for everyone!

Is there really anyone out there who hasn't played (or at least heard of) F-Zero? You know the drill – hovercars belt around expansive, twisty circuits using notoriously flimsy magnetic fields to remain somewhere near the road surface as they strive to reach speeds well in excess of 600mph. The GBA version, believe it or not, is set some years after that top-speed original, and guess what – the cars are even faster!

F-Zero Tolerance

SNES F-Zero fans can all breathe a collective sigh of relief – the controls and options in the GBA version of F-Zero have

all survived the conversion process. The game's longevity stems from the fact that there are three series of races, bizarrely named Pawn, Knight and Bishop, with four races and a do-or-die final race. Not content with giving you 15 tracks to pelt around in a blur of anti-gravity and exhaust fumes, there are also three difficulty settings too. This means that you would have to complete over 170 races if you were to finish the game with all of the available cars! It's simply exhaustive, exhausting and excellent.

Ange



IMPORT

total gameboy Verdict

Price	£50-ish
From	Nintendo
Release	Import now
Genre	Racing
Players	1-4
Web	www.nintendo.co.jp
Extras	✓ Link-up ✓ Battery save ✗ Passwords ✗ Mobile Link

👍 **F-Hero** 👍

- Amazing graphics, no matter what speed you're travelling at!
- A stupendous amount of different tracks to attack!

👎 **F-Zero** 👎

- GT just shades it with the design-a-track option. We liked that...
- Rubbish players might take a while to get into the game.

Or you could try...

GT
From Kemco

Less do-or-die jump and turbo speed, more choices and realism.



Graphics ★★★★★
Show this to your granny and she'll scream!

Sound ★★★★★
Play this to your granny and she'll faint.

Playability ★★★★★
Give this to your granny and she'll be lost.

Lastability ★★★★★
Basically, keep it away from granny.

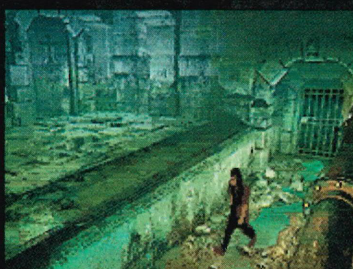
Final Rating

91

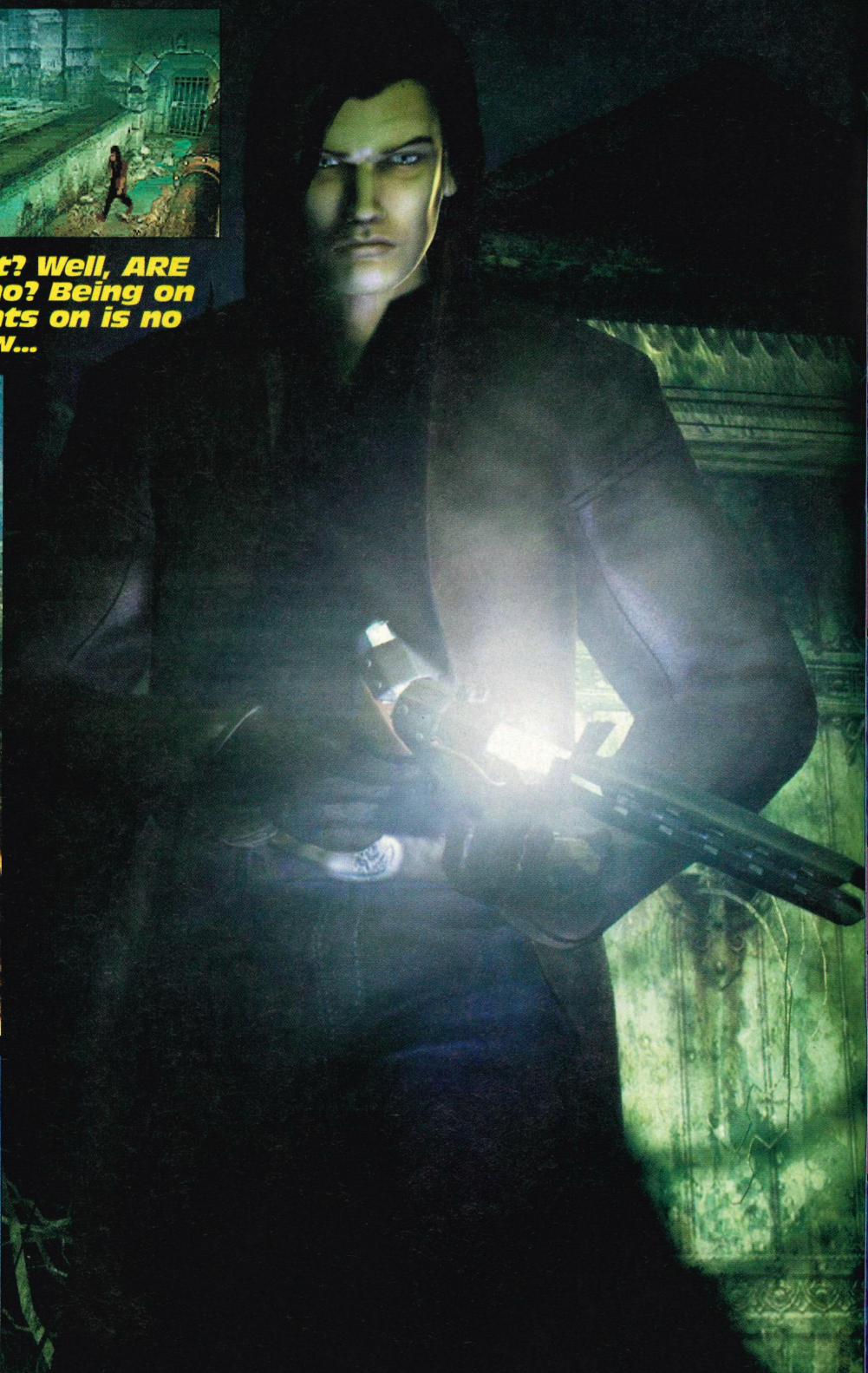
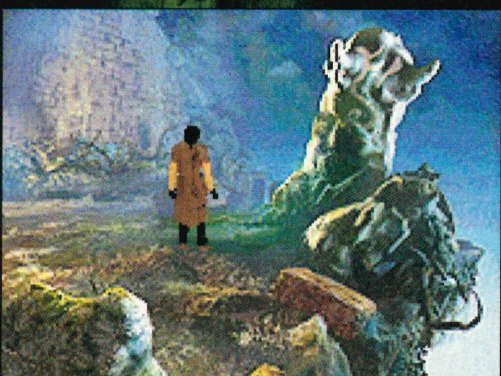
"Go buy this fast and furious game. Go and buy it NOW!"

Alone In The Dark

The New Nightmare



Are you feeling scared yet? Well, ARE YOU? What do you mean no? Being on your own without any lights on is no laughing matter, you know...



The Dark:



For More Scary Action...

If you fancy a bit of survival horror on a different format then you could always check out *Alone In The Dark 4* on the PlayStation. It has a similar plot to the Game Boy Color incarnation, but has two main characters instead of just one and a particular emphasis on the use of torches, with some nice lighting effects. This does make the title a bit misleading though; maybe it should have been called 'Alone In The Areas Dimly Lit By Torches With Just A Close Personal Friend For Company'. Actually... that doesn't quite trip off the tongue, does it?

Being alone is a common fear. Being alone in a dark place is something that most of us – if we were truthful – would feel at least a little uneasy about. Being alone in a dark place which you know is populated by all sorts of unwholesome monsters is somewhere that no-one in their right mind is going to want to be... unless it's just a videogame, of course.

Alone In The Dark is an innovative new title for the Game Boy Color – at least, it's innovative as far as handheld games go. Anyone who owns a bigger console – like a PlayStation, for example – will probably already be familiar with games like *Resident Evil*, *Parasite Eve* and countless others. They form what has come to be called the 'survival horror' genre, and include a few titles in the *Alone In The Dark* series.

The PlayStation is currently up to *Alone In The Dark 4*, which is what this Game Boy Color title is based on. For the GBC version it has been decided to omit the digit from the end of the title though, presumably to avoid confusion as it's the first such game to appear on the format. This is mainly for the American market, where audiences as a whole seem to be a little less bright. Many Americans, for example, when asked if they were planning to go and see the movie *The Madness Of King George III* replied that they probably wouldn't, as they hadn't seen the other two!

Spooooooky!

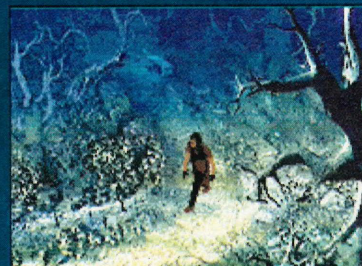
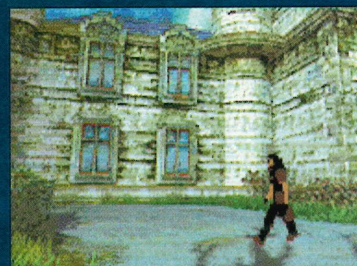
But enough of this... back to the story! *Alone In The Dark* is basically a videogame version of a horror movie. You take on the role of the central character –

the broodingly thoughtful Edward Carnby – who has travelled to the rather unfriendly-sounding Shadow Island to try and uncover the mysterious events surrounding the recent death of his friend. It's all got something to do with mystical statues, Indians, murderous art-collectors and strange mutant monsters... not necessarily in that order.

What this comes down to is exploring Shadow Island, looking for clues and solving various simple puzzles to gain entry to initially inaccessible areas. As you can see from the screenshots, the graphics in this game are just a tad better than we'd usually expect from a Game Boy Color title. Every area is beautifully detailed and looks almost like a painting. The main character can move around within these areas at will, and must search every inch of them if he wants to get anywhere.



↑ Although he didn't know it, Carnby had unearthed an ancient Stone Age convenience store.

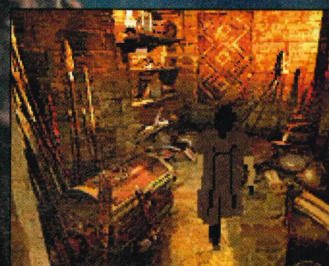


↑ Look at this house – doesn't look spooky at all, does it? Ah, but you should see it at night!



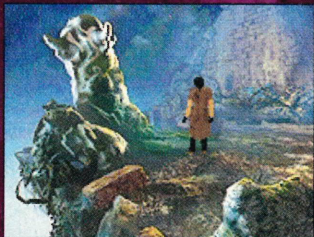
Yoo hoo! Big Bad Wooolf! I know you're there, I just got a text from Little Red Riding Hood!

"Every area in the game is beautifully detailed"



The Clue Is In The Title!

Graphical limitations of the GBC aside, the real problem with this game is ultimately in the first word of the title – ie you're 'alone'. This means that pretty much the whole game (apart from the less graphically impressive cuts to monster attacks which, to be honest, aren't all that exciting anyway) is just you wandering around on your own. This gets a little dull at times as you hunt for that elusive clue, particularly since it's all too easy to wander in circles because of the differing orientation of the areas.



And who's been sleeping in my bed?" Said the bloke in the brown coat.



The game designers have accomplished this fantastic graphical look by a clever piece of programming with the main character. Essentially the backgrounds are just two-dimensional images, but as you move around, the character of Edward shrinks and grows to give the impression that he is walking towards you or away from you, thus creating an illusion of depth within each screen. The way this is accomplished is by continually redrawing the main character – the result, as you can see, is impressive.

The story, too, has had a lot of thought put into it, and as you play you really get the feeling that you're stuck on a spooky island with nothing but your wits

and a small supply of ammunition to rely on. The overall effect is incredible, considering the limited power of the Game Boy Color, but... and yes, unfortunately there is a 'but'!

Scaaaaaary!

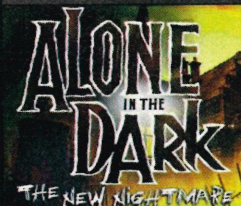
The problem is that this kind of game was originally conceived for consoles that could display the detailed graphics on a big TV screen or monitor. Staring at the backgrounds in this game on a screen roughly the size of a credit card does no favours for your eyes. The screen size is also a problem when it comes to moving between areas. You see, when Edward moves to a different section, the new area isn't always oriented quite the same way

Alone But For...

As this game is a survival horror-style adventure, you'd expect to be attacked every now and then by various unsavoury monsters. And you are. When this happens, however, the viewing style switches to a rather less graphically impressive, semi top-down affair, one that looks much more like other Game Boy Color titles. Sadly, Infogrames didn't supply us with any shots of this mode. It's not a bad thing by any means, but it does look a little unimpressive next to the main in-game graphics, and it's a shame the monster attacks couldn't have been achieved within that main section.



**total
 gameboy
 Verdict**



Price £24.99
From Infogrames
Release April
Genre Survival Horror
Players 1
Web www.infogrames.co.uk

Extras
 X Link-up ✓ Battery save
 X Passwords X Infra-red
 X Printer X Rumble Pak

Hi-Beam

- Great graphics.
- Spooky story line.

Dipped

- Gets very samey.
- Confusing movement.

Or you could try...

Perfect Dark
 From Nintendo

Perfect Dark plays more like the monster-attack sections of *Alone In The Dark*, but it's the closest thing to it on the GBC so far.

Graphics ★★★★★
 An outstanding visual look that is sadly a little confusing at times.

Sound ★★★★★
 Some nice spooky noises that enhance the overall atmosphere.

Playability ★★★
 Fun at first, although all the wandering about starts to grate.

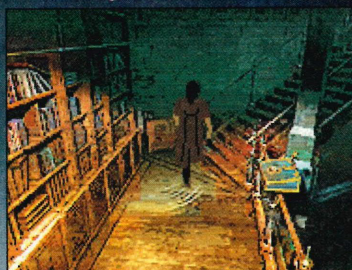
Lastability ★★★
 It's doubtful that you'll want to finish it twice, but it should take a while to get through it.

Final Rating

85

"A visually impressive game that takes the GBC in a new direction – not really suited to the handheld format though."

↓ This week on the *Antique's Roadshow*... lots of old junk that no-one really wants.



as the previous one. For instance, you might expect that if you left an area on the right then you'd enter the next one from the left, but this isn't always the case, and because at times the character can be very small on the screen you often totally lose track of which direction you've just come from. The re-drawing of the main character doesn't always work perfectly either – Edward changes size slightly too fast, and sometimes he seems the wrong scale for his environment.

Overall, this is an incredibly impressive game, and the developers have managed to stretch the limitations of the Game Boy Color to incredible lengths. However, at the end of the day you've got to ask whether the GBC can really handle the gameplay, and whether you want to spend hours on end squinting at tiny, detailed backgrounds trying to work out fairly simple puzzles. Maybe this sort of game just isn't suited to the GBC, although it's definitely worth a look, if only so you can marvel at the extraordinary graphics.

Russ



In my opinion...

I'm a survivor, I'm gonna make it

Alone In The Dark can be summed up in one word – 'wow!' We've never seen anything like this on the GBC before, and it's ace! It can be tricky to work out what's going on, what with all the fancy graphics, but this survival horror special still deserves to be seen.

Karen



↑ The initial prototype for the Channel Tunnel wasn't exactly met with a rapturous reception.

Ideas That Didn't Quite Cut It...

Not many people know that the team who came up with *Alone In The Dark* actually went through a number of other game ideas before they arrived at the final one. They don't like to talk about them, and in fact, if you asked about them the odds are they'd probably deny it. Nevertheless, here are those original concepts...

Alone In A Traffic Jam

Stuck in a twelve-mile tailback on the M25, commuter Edwardo Carnby must explore the confines of his luxury BMW to get to the bottom of the mystery of the 'Malfunctioning Air Conditioning Unit'. Rejected because the programmers realised that no-one has any sympathy for BMW drivers.

Alone In The Supermarket

Five-year-old Eddie Carnby takes a wrong turn at the cereal aisle, loses track of his mum and spends a frightening half-hour lost in a bewildering land of towering giants (adults) and strange, ominous-looking foodstuffs. Rejected because the graphic artists didn't fancy designing hundreds of labels for food products.

Alone In The Shower

Edwina Carnby, a 17-year-old girl just starting college, gets trapped in her shower cubicle one morning and assailed by all manner of mutant soaps and hair-enhancing beauty products. Rejected because it was felt that the cubicle was slightly too small as a playing area, and it may have involved nudity.

Alone At The Bar

Ed Carnby – hard-working accountant – offers to buy his friends a round of drinks and heads to the bar, only to end up trapped for hours between a fat, loud lady who can't find the correct change in her purse and a weird old guy who smells. Rejected as unrealistic because it involved an accountant buying a round.



Mat Hoffman

Extreme sports finally arrive on the Game Boy Color with plenty of style and radical stunts - enter Mat Hoffman!

Developers are really starting to get the hang of programming for the Game Boy, and *Mat Hoffman's BMX* is taking the little handheld to the extreme. The need for speed and extreme sports has got a firm grip of the console games market, and now Activision is set to take it another stage further.

Mat Hoffman is a well-known BMX rider who's been competing in extreme sports events professionally since

1992. This game is all about freestyle competition and you have a choice of eight different riders, all with unique skill and speciality tricks. The game idea is very close to the successful formula used in *Dave Mirra's Freestyle BMX* on the PlayStation, and involves completing challenges in order to obtain covers.

Among the challenges are high scores for freestyle and collecting the letters T R I C K hidden around a

skatepark. The challenges get tougher as you progress through the game, but of course your skills will sharpen with practice. The wealth of tricks available is incredible and unlike *Road Champs*, it's fairly easy to pull them off - even the grinds and stalls!

High Flying

There's a full training camp to teach you all the essential skills, which is also a perfect place to try all the different methods for bike control. As opposed to *Road Champs*, this training camp isn't required to play the main game, so you can ignore the instruction if you wish and head straight for the Career mode.

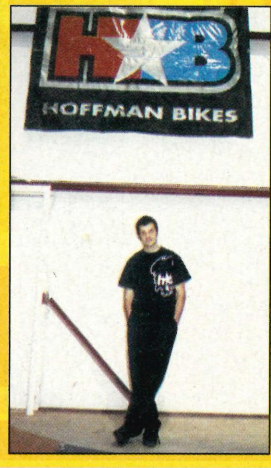
Saddle Superb

Plenty of care and attention to detail has been put into this Game Boy extreme sports bonanza, and boy does it show. The game screams 'play me over and over again' and will keep you totally engrossed for hours. Mat Hoffman's BMX is by far the best extreme sports game to arrive on the Game Boy Color, and leaves us all just drooling with anticipation for Tony Hawk's Skateboarding 2 on the Game Boy Advance. Go buy this game. You'll never regret it!

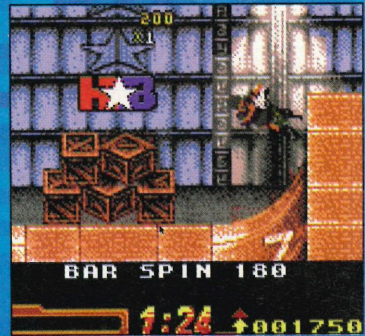
Russ

Introducing Mat Hoffman

Mat Hoffman has been a pro rider since 1992, and is one of the most famous freestyle BMXers. When he isn't riding, or recuperating from injuries, Mat spends time promoting his own brand of BMX under the name Hoffman Bikes. Mat Hoffman had plenty of input with regards to the game and helped to make the feel of the game as realistic as possible. We think he's done a great job, so ride on Mat!



it's a
**HUM
DINGER!**



**total
Game Boy
Verdict**

MAT HOFFMAN'S PRO BMX

PRESS START

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Price	£24.99
From	Activision
Release	Out now
Genre	Xtreme Sports
Players	1
Web	www.activision.com

- Extras**
- Link-up
 - Battery save
 - Passwords
 - Infra-red
 - Printer
 - Rumble Pak

Totally Rad

- Full Career mode with five different tasks to earn covers.
- Loads of cool tricks and easier grinds and stalls!

Extremely Sad

- Lacks a little colour-wise and can seem very grey at times.
- Takes ages to play, and there just aren't enough hours in the day!

Or you could try...

BXS Road Champs
From Activision

Good fun on a BMX, although a bit frustrating as some of the tricks are a little difficult to pull off!

Graphics ★★★★★
The sprites are amazing but lacking a little in colour.

Sound ★★
Average tune that becomes very annoying. Turn sound off!

Playability ★★★★★
You won't find a Game Boy game like it anywhere.

Lastability ★★★★★
So big it will take months to complete. Ride on Mat!

Final Rating

97

"A masterpiece of Game Boy programming that deserves to be in your hands!"

Mat Hoffman's Pro BMX

"The game screams 'play me over and over' and will keep you engrossed!"



- ↑ Controlling Mat on his BMX is really tricky at first.
- ↓ With a bit of practice though, you'll soon be pulling off great stunts!



In my opinion...
I haven't been on a BMX in years!

But that never stopped me playing this amazing title to the max. I mean, we all thought BXS Road Champs was pretty amazing, but with this, Activision is really spoiling us. And that's not all, check out the compo on page 46! If you're a fan of Extreme Sports games like skateboarding and snowboarding, then you'll love this! **Jem**

Speciality Tricks

Each rider has a number of special tricks, which can be performed providing you get enough air. Here are the riders' big tricks.

Mat Hoffman
Street - Double Back Flip: →, B + ←
Vert - Double Flare: →, B + ←

Mike Escamilla
Street - Frontflip: →, A + ↓
Vert - No footed Can Can: ←, A + ←

Cory Nastazio
Street - Double Back Flip: →, B + ←
Vert - Double Flare: →, B + ←

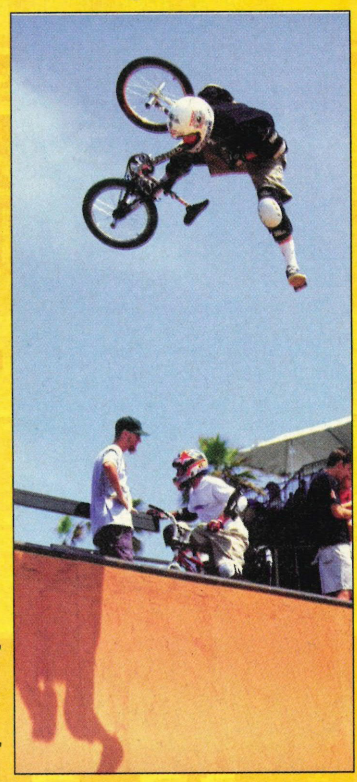
Joe Kowalski
Street - Frontflip: →, A + ↓
Vert - Rocket Queen: ↓, B + ↑

Rick Thorn
Street - Front Flip: →, A + ↓
Vert - Rocket Queen: ↓, B + ↑

Dennis McCoy
Street - Body Varial: ↓, B + ↑
Vert - Rocket Queen: ↓, B + ↑

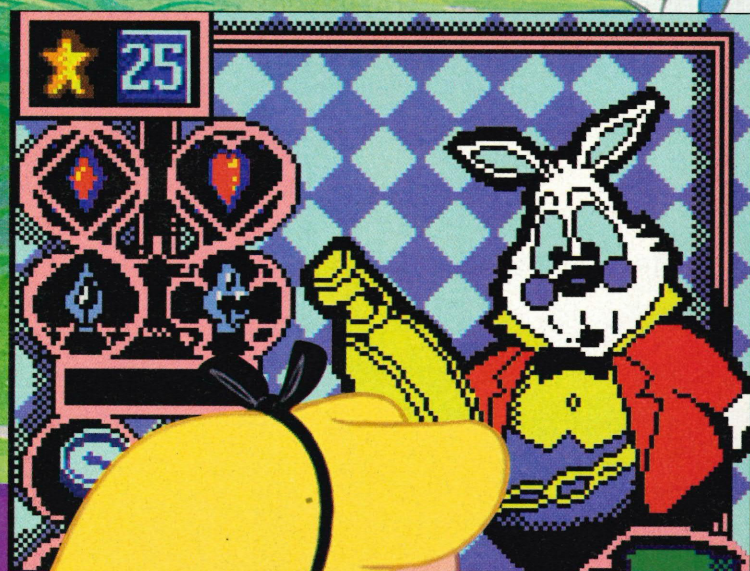
Kevin Robinson
Street - Double Back Flip: →, B + ←
Vert - Double Flare: →, B + ←

Simon Tabron
Street - Double Back Flip: →, B + ←
Vert - Double Flare: →, B + ←



Alice In Wonderland

*'Twas Brillig, and the Slithy Toves
did gyre and gimble in the wabe.
All mimsy were the Borrogroves,
and the Mome-Raths outgrabe...*



It's been over a century since Alice Liddell first followed a frantic white rabbit down a hole and landed in the topsy-turvy world of Wonderland. Lewis Carroll's original books have consistently either delighted or confused children and adults alike for generations, and it has been over fifty years since Walt Disney's excellent adaptation hit the cinema screens. But none of that's about to stop Alice from making a triumphant debut on the Game Boy Color!



Curiouser And Curiouser

Past attempts to convert Alice's surreal adventures into gaming action have resulted in sick and twisted shoot-'em-ups or dull text adventures. Nintendo, however, has given us a huge adventure, comprising platform fun, puzzle solving, fast-paced racing, down-the-rapids style action and even a croquet tournament! Following the plot respectfully, Alice's adventure begins when she notices the White Rabbit rush past as her sister reads to her. You follow him down the hole, and avoid the falling clocks, candles and other gubbins, before



entering the first dizzying levels of Wonderland, where you need to use mushrooms to grow and shrink to the right size to fit through doors. Make sure you have the key to hand too, or the door won't be happy!

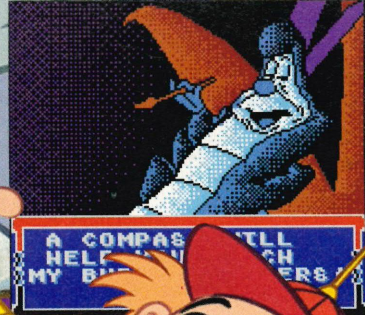
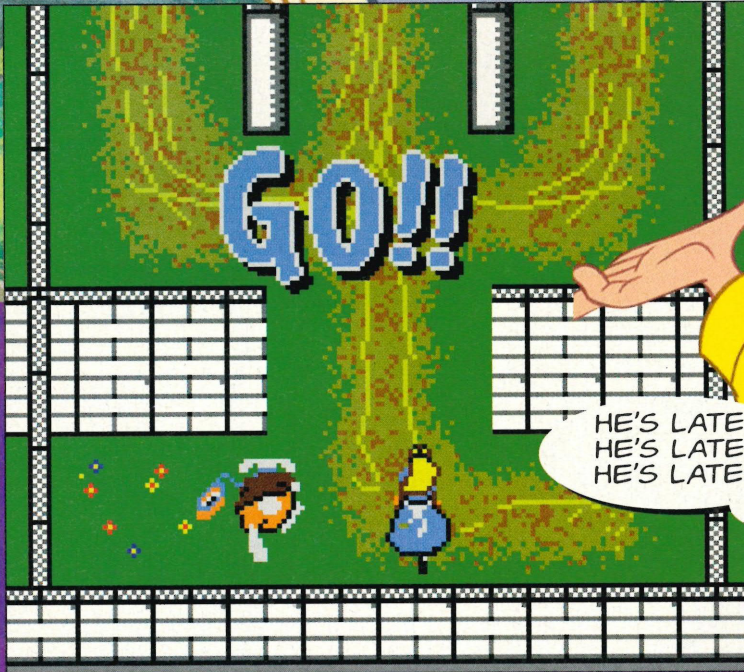
Beautiful Soup

A protracted bout of sobbing results in a break-neck race through Alice's pool of tears, after which you are washed up in the central area – the heart of Wonderland. To get back home in time for tea, you must solve many problems, and receive four medals to get past the Queen of Hearts' guards. These four



nd

it's a
Hum
Dinger!



Down, down, down... is that Lumiere from Beauty and the Beast I see?

Collect 100 stars and then go and have a word with the brush dog he will send you off to this bonus level where you have to race the white rabbit.

Through the Looking Glass...

Lewis Carroll, otherwise known as the Rev Charles Dodgson, first saw his book, *Alice's Adventures In Wonderland*, published in 1865. Based on stories he told to his young friend Alice Liddell, the book and its sequel, *Alice's Adventures Through The Looking Glass*, were, and have remained, enormously popular through their intricate levels of insanity and twisted logic, plus their refusal to talk down to children. Apart from the brilliant Disney version, past versions of Carroll's tale have starred actors like Kate Beckinsale, Peter Cook, Dudley Moore and Robbie Coltrane, as well as appearing as Hannah Barbera characters, CGI animations, CD-ROM games and very disturbing Swedish films. The latest adaptation, the adult adventure *American McGee's Alice*, is currently being made into another movie!



Where In Wonderland?



Mad Hatter's Tea Party

Way Home - Need 4 symbols

Rabbit's House

Dodo - wants Handkerchief

Carpenter Hammer

Tweedles

Brush Dog

Pool of Tears

Walrus Cane

Flower Wand

Caterpillar

Kills!

medals are obtainable by beating four different sections – crawling through branches to meet the Caterpillar, avoiding the attentions of the violently mad Tweedledum and Tweedledee, catching the dozy Dormouse at the Mad Hatter's Tea Party and, if you're lucky enough to find the key, making your way through the hazards in the White Rabbit's house. Once you've fought your way through all this madness, there's still the Queen of Hearts to overcome and, of course, the croquet tournament to master. For fans of either the book or the cartoon, the incredible attention to detail and

imagination used in each section of the game is a real treat.

Off With Her Head!

And that isn't all, as Wonderland holds many other secrets to make you play the whole game over and over again. There are eight teapots hidden throughout the land that must be collected for further secrets, and stars abound everywhere. Once you have a hundred, you will get a chance to race the White Rabbit. If you win, the Brush Dog will give you something special too! Add to all this great tunes from the film, outstanding graphics and animations



There's only one chap who can get her out of the house... send for Bill!

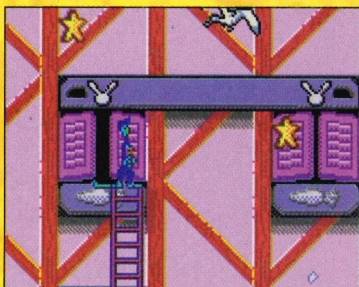
throughout, and a two-player hide and seek game starring Alice and the White Rabbit, and you've got value for anybody's money. There's even a section where you can make up your own Alice pictures to print off later on! Older players and anyone who can't cope with the lunacy of Wonderland may overlook this title, but they'd be wrong to do so. *Alice In Wonderland* is a work of art, with loads of challenges and a huge dollop of shoes, ships, sealing wax, cabbages, kings, and other hat-stand-style weirdness.

Jem



Contrariwise...

Once you enter the White Rabbit's house, Alice grows so large she becomes stuck, which is why poor old Bill the Lizard has to try and flush 'the monster' out. In possibly the most difficult section of the game, you play Bill as he tries desperately to reach the exit before the birds get him. Watch out for your ladder! Oh. There goes Bill!

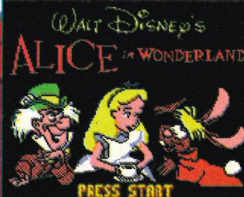


In my opinion...
Why, everything's turned upside down...

Jem is absolutely spot on with his review. This game is fantastic! There are so many different levels and styles, all of which are colourful and exciting, and the graphics are superb. I've never seen so much in one game! This is a must-buy for lovers of ALL types of games. The only thing is, I'd give it 100%!

Ange

total Game Boy Verdict



Price	£25.99
From	Nintendo
Release	Out now
Genre	Adventure
Players	XX
Web	www.megabrand.com/alice/
Extras	
X Link-up	✓ Battery save
X Passwords	✓ Infra-red
✓ Printer	X Rumble Pak

Eat Me

- Fantastic graphics and sound taken from the original movie.
- A huge number of challenges and sections, plus two-player games and print options.

Drink Me

- Occasionally awkward controls. Those petticoats do get in the way at times!
- Instant save and loads of power-ups make it easy – try it on Hard!

Or you could try...

Looney Tunes Collector: Martian Alert!
From Infogrames

A similar mix of adventure, lunacy, sub-games and extra options, but with less literary pedigree.



Graphics ★★★★★
Superbly detailed adaptation.

Sound ★★★★★
All your favourite Disney tunes.

Playability ★★★★★
Some rather difficult areas!

Lastability ★★★★★
Many options after completion.

Final Rating

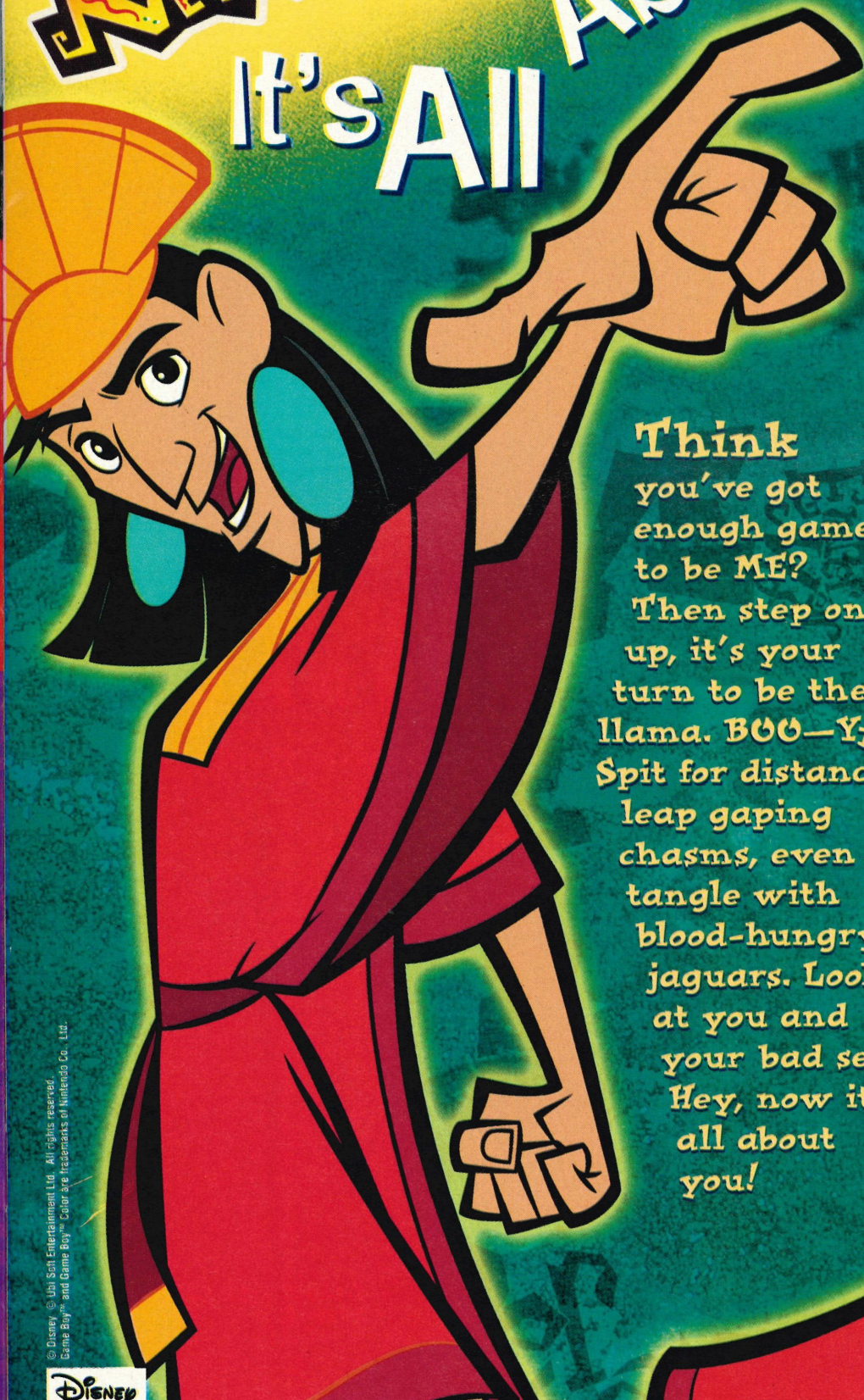
91

"A brilliantly realised piece of nonsense, with plenty of extras and tons to do!"

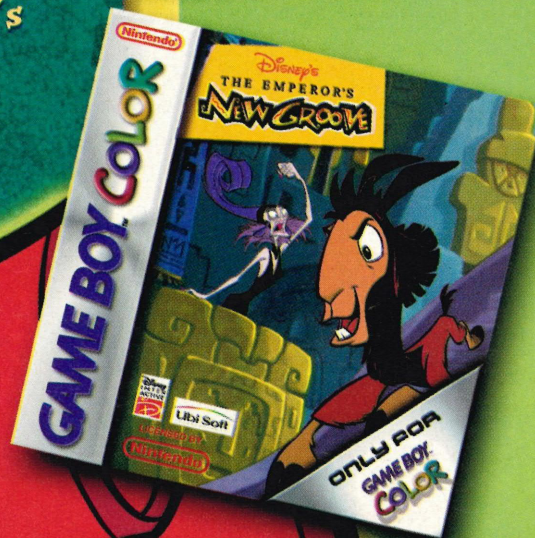
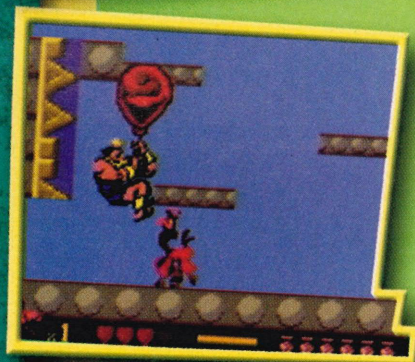
Disney's
THE EMPEROR'S
NEWGROOVE

It's All

About Me!



Think
you've got
enough game
to be ME?
Then step on
up, it's your
turn to be the
llama. BOO-YA!
Spit for distance,
leap gaping
chasms, even
tangle with
blood-hungry
jaguars. Look
at you and
your bad self.
Hey, now it's
all about
you!

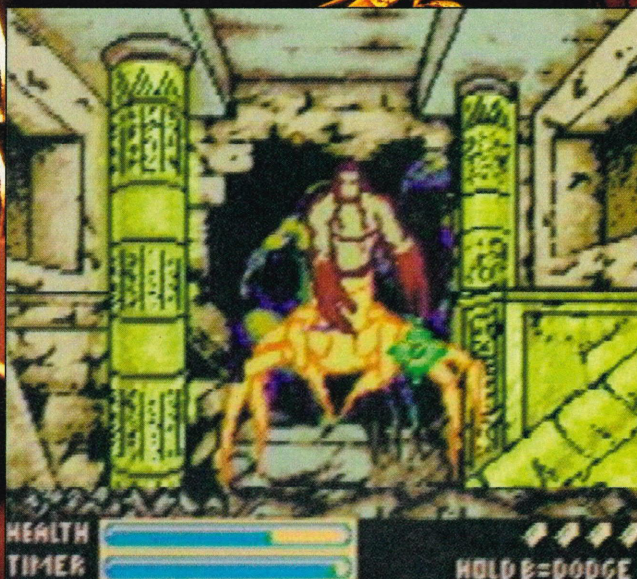


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www.disney.co.uk/disneyinteractive/

www.ubisoft.co.uk



The Mummy Returns

The sands of the desert vibrate... Oceans of insects scuttle through ancient labyrinths... The good fear for their lives... Heads up, Imhotep's up to his old tricks again!

It took over a year for the first movie, *The Mummy*, to put in an appearance on the Game Boy, but there's not to be any such waiting game for the sequel – it's already here! The first game, however, is perhaps a hard act to follow. A tooth-grindingly addictive platform-puzzler that put intelligent gameplay ahead of clever tricks, yet still managed to re-create a great deal of

the movie's atmosphere. Can the new title boast similar claims?

This whole new Egyptian adventure kicks off when Evie and Rick, now married with a young son, are exploring the ancient Temple of Thebes, and come across a chest containing a Scorpion Bracelet. Like the thieves they are, they can't help but take it home to add to their collection, and, well, all sorts of trouble erupts, starting with a deadly wall of water to escape from.

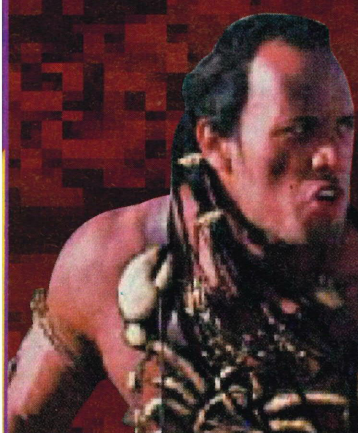
I Want My Mummy!

Of course, the flood is just the tip of the iceberg, as Imhotep gets in a cosmic scrap with old adversary the Scorpion King, Evie gets into a spot of bother with the afterlife, and old chums Jonathan and Ardeth Bay join in the struggle to stop these old corpses ruling the world – or something. One of the disappointments here is that you only get to play Rick, Evie or Ardeth, and they're all basically the same, unlike in the previous game. Evelyn is looking worryingly like Lara Croft too.

As the adventure rolls on, there are some surprises in store – each level either sees Rick shooting his way carefully through a scrolling landscape, picking up bullets and energy and jumping spikes, or there's the usual race from danger (the final race in a blimp will have you laughing your head off, and not in a good way!), or the odd swordfight with gits and skeletons, which does get repetitive. There is also a shoot-'em-up section, as Jonathon tries to blow away a load of Eastern fellows on a bus, and when Rick gets rid of the Scorpion King once and for all... but it's all very simplistic, and with twelve levels, you're not going to be keen to shell out a lot for such a quick slice of the action.

Bandage On The Run

Having said that, one cool aspect of the adventure is that certain levels give you a choice of scene. In the third level for instance, you can either follow Rick as he shoots his way to saving Evie, or help Ardeth Bay cut up a load of nasty



**total
Game Boy
Verdict**

**THE MUMMY
RETURNS**

PRESS START

Price	£24.99
From	Havas Interactive
Release	Out now
Genre	Adventure
Players	1
Web	www.themummy.com

Extras

- ✗ Link-up ✗ Battery save
- ✓ Passwords ✗ Infra-red
- ✗ Printer ✗ Rumble Pak

Yummy Mummy

- Split-scene levels give alternative games depending on character choice.
- Lovely sound FX throughout.

Bummy Mummy

- Graphics leave rather a lot to be desired, unfortunately.
- No extras, and the entire plot of the film is given away. Boo!

Or you could try...

The Mummy

From Konami

The first adventure really tests your gaming skills to the max. An atmospheric, intelligent puzzler.



Graphics ★★★
Ancient sprite design – isn't that Lara Croft?

Sound ★★★★★
The tunes're okay, and great SFX throughout.

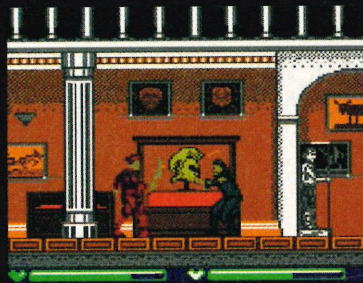
Playability ★★★
The level choice is just an absolute bonus.

Lastability ★★★
Lasts as long as your interest in the film really.

Final Rating

78

"A so-so adventure with some genuinely original aspects. And spiders!"



Run, Grapple & Roll!

The first level is indicative of most of the game – quite nicely done, but you've seen it all before (*Moomins*, *Jungle Book* etc). You can follow Rick or Evie as you escape from the flood in Thebes – a run, roll, jump and duck race from death. Later on in the game the flood is replaced by a swarm of locusts or collapsing bricks and all sorts. You can punch mummies and such to stop them slowing you down, and navigating your way up and under the ancient artefacts is the main challenge. Watch out for them there spikes!



Run and miss those spikes Lara... oops we mean Evie!



The Mummy Returns... To A Cinema Near You!

Released in the UK on 18 May, *The Mummy Returns* is bound to be a hit. Especially considering Rachel Weisz is in it (or Brendan Fraser if you prefer). It's been a while since the original movie, and now Rick and Evelyn are not only married with a young son, but also about to be murdered by a swarm of insects unless they're careful, after reawakening the evil Imhotep, and sparking off a battle of the undead

with the Scorpion King, played by US wrestler, The Rock. So, no shortage of popcorn fodder there then!



"The designers have made an attempt at originality"

guards. Another nice touch is the password system and intros which appear in hieroglyphics until you press A to decipher them. Also, despite the frankly Spectrum-standard graphics (no nice movie renders here), the sound is fantastic, with sampled grunts and swords clashing all over the place.

All in all, despite even the three difficulty levels, this doesn't match up to its predecessor in terms of atmosphere or gameplay, but fans of the movie are bound to enjoy it, and the designers have clearly made some attempt at originality.



Jem



In my opinion...

Stealing from tombs is bad! Very bad!

Spooky platform games are very popular and although this is an extremely playable game it can be over far too quickly. The sound effects are great and the password system is certainly a novelty. If you liked the film then this could be just your thing!

Russ



Indiana Jones And The Infernal Machine

America's Finest archaeologist and whip-slinger is on another quest - to keep those damned Ruskies away from the mythical Infernal Machine!

The intrepid adventurer returns in miniature – and he's been away too long! Even though the last time he hit the big screen was in 1989, Indy is still a fantastic movie icon and the perfect flawed hero to star on Game Boy. Luckily our fave little console

has done the superstar justice too, as will be revealed...

Hat Headed

Following the lines of the incarnation of Lara in Game Boy size, Indy is a tiny but perfectly proportioned adventurer who



Indy heroically tried to throw a tent at the Russian tank



Indy Film Alert!

Although the last Indiana Jones film was called *The LAST Crusade* and came to light aeons ago in 1989 (not to mention the fact that Harrison Ford is knocking on a bit), a new quest is in the pipeline and it's predicted that a new Indiana movie will start filming in 2002! Watch that particular space then...



"The game creators have gone all out to recreate the all-American hero in miniature!"



↑ Indy needs to solve the puzzle and save the girl in this tomb.



↑ Some of the more dodgy looking flooring can give way, so be careful!



walks, talks, runs and jumps with that swanky swagger that he's famed for. The game's creators have in fact gone all out to recreate the all-American action hero in miniature!

As the story goes, 2500 years ago the Babylonian god Marduk built the

'Infernal Machine' within the foundations of the legendary Tower of Babel. When the tower was destroyed, the machine was split into four parts and scattered across the world – and now Indy is on the hunt for them! He has to travel to many different exotic locations around



↑ Indy and his mate admire their tent erecting handiwork



the world, solving puzzles, collecting treasure and trying to beat those bleedin' Russians to the machine!

Trigger Finger

The *Infernal Machine* features 19 action-packed levels, full of testing puzzles, monsters to fight, dangerous terrain to cross and Russians to shoot. There's a helluva lot of attention to detail as you run into scorpions, snakes, wolves, jaguars, jellyfish and tons more, whilst tackling six terrifying and otherworldly level bosses.

Indiana Jones And The Infernal Machine is an engrossing and challenging game that drops you right into the boots of the adventurer and won't let you go until you've saved the world.

Nerys



In my opinion...

I hate snakes! This game's okay, though!

It's amazing what those chaps at THQ can do with a movie character and miniaturised graphics. This is another hit, despite a rocky beginning. There's loads to do, and the music's great as well. I just wish I had more time to play it all the way through!

Jem

Total GameBoy Verdict



Price	£24.99
From	THQ
Release	April 2001
Genre	Action Adventure
Players	1
Web	www.thq.co.uk

Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

Indy Up!

- The graphics are fantastic, making Indy a perfectly proportioned mini-hero.
- The puzzles are taxing and the floor can give way – cool!

Ally Oops!

- No saving means having to keep track of passwords, which is a bore.
- Not a huge range of weapons to choose from.

Or you could try...

Obi Wan's Adventures From THQ

This runs on the same engine as Indy and is very similar in style. Another cool adventure game.



Graphics

★★★★ The excellent graphics and in-game cut-scenes make this a joy to play.

Sound

★★★★ With the real movie music, the sound effects are superb!

Playability

★★★★ Addictive and challenging, it's top puzzle-solving action!

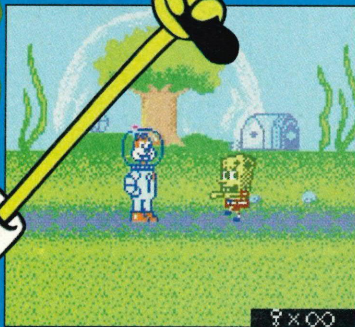
Lastability

★★★★ With a massive 19 levels to cover and a lot of taxing puzzles, you can even replay to do better!

Final Rating

89

"This action-packed adventure does justice to the great man. Genius!"



SpongeBob Squarepants: Legend Of The Lost Spatula

Join us on a journey into the depths to uncover the crazy world of Nickleodeon's squishy star...

If you were to take a peek at the seabed, you'd spot a whole host of weird and wonderful creatures. If you looked very closely, you might even catch a glance of a strange sponge going by the name of Bob, and if you reeeeeeally peered you may even see him heading off to work at the Krusty Krab restaurant. Or you could just turn on the TV and catch him there instead...

Underwater Love

However, the inimitable SpongeBob Squarepants is no longer just a TV star – he's skipped over to the Game Boy to make his mark in a quirky, story-led platformer too, and it's not half-bad. There are eleven levels to run, jump and waddle through, with plenty of crucial pick-ups to find, and the comical, well-animated characters all add to the fun.

Legend Of The Lost Spatula isn't without its faults – the design of the levels, for example, is sometimes tricky to suss out – but it has been put together with enough thought and humour to ensure that there's plenty of enjoyment lurking beneath the waves.

Karen

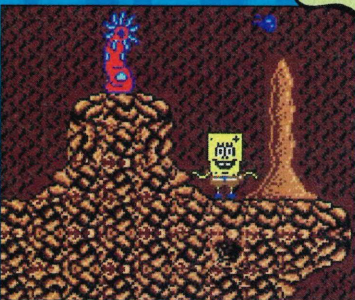
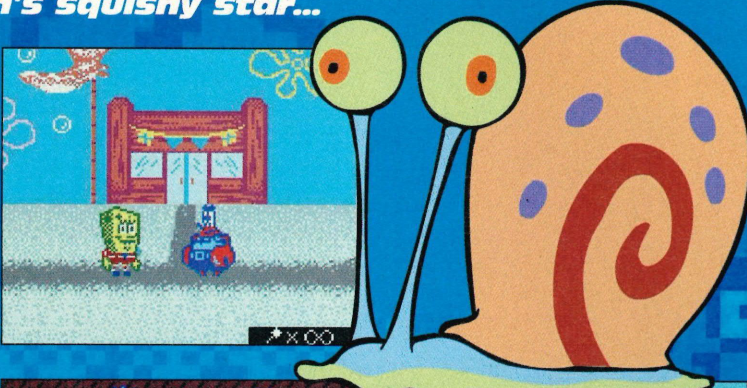


In my opinion...

Basically it's brilliantly Bonkers!

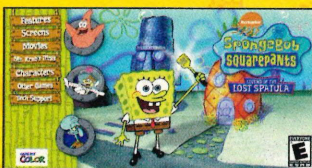
Any game that's as certifiable as this one deserves a rave review! Just like the cartoon that no-one's seen, this game manages to be surreal and cute. Bob moves badly, and the platform parts are difficult but persevere and you'll still have a lot of fun.

Jem



Webbed Feet

Mr Squarepants is so darned cool, he's even got his own game Web site. For more information on this crazy little platformer, and a whole host of helpful tips to set you on the right track, check out THQ's official SpongeBob mini-site at www.thq.com/spongebob.



↑ SpongeBob wasn't impressing anyone with his balancing act. He'll become Fat Bob if he hits the water!



↑ "Hello, nice to meet you. Mind if I don't shake your hand?"

total Game Boy Verdict



Price	£24.99
From	THQ
Release	Out now
Genre	Platform
Players	1
Web	www.thq.co.uk

Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

Posh Pants

- Groovy gameplay with expansive levels that are well worth exploring.
- A huge choice of weapons – it's down to you which to use on the enemy!

Y-Fronts

- The levels lack direction at times, leaving you leaping about aimlessly.
- Hm... jump on platform, jump on another one... it's not exactly original.

Or you could try...

Spider-Man

From Activision

A top-quality platform game starring the web-slinging comic-book hero himself.



Graphics

★★★ Cool character animation – SpongeBob's dancing is sight!

Sound

★★ Very repetitive and infuriating. But then, it is a Game Boy game...

Playability

★★★★ Easy to get to grips with, and plenty of action to keep you playing.

Lastability

★★★★ Enough challenge to last, although probably not for hardcore gamers.

Final Rating

80

"Spongey platforming antics that'll tickle your funny bone!"

**Welcome to our world...
Leave your cares behind!**

Game Boy Crazy!

Mario,
The Mummy
Returns and
Alice In
Wonderland
posters
start on
page 41!

Link-Up

Letters, Emails, SMS

36

The postbag's been absolutely bursting this month. Well, we don't have an actual bag, but you know what we mean. All your answers are here, including your text messages, which have been driving us MAD, we tells ya!



Stuff

Gadgets, gizmos, toys and videos!

40

We've got a whole new bunch of exciting releases and interesting giveaways to show you this issue. Get on over there and have a gander!



Dr Shrew

Quantum physics meets silly puzzle games! Oo va voo...

37

The world famous Time-Rodent has returned from the misty mists of the past with an educated look at monochrome Tetris rip-offs.



Win! Win! Win!

A Fabulous Mongoose BMX!

46

In our greatest EVER giveaway, check out the piece of machinery that you'd be a fool to miss out on, plus free tickets to The Mummy Returns and Dukes Of Hazzard gear!



Osmondle

The greatest hero of them all!

Check out part two of our thrilling adventure as Osmondle, the crown prince of Amphibia, gets up to... well some more highly thrilling adventures of course!

38



The Gallery

Your pictures, hangin'!

48

We just love getting all your pictures in - there are some incredibly artistic types among you lot! You'll find the best we've received hanging in the all new Gallery section, with a very special lady to introduce them!



Why Don't You?

Reader Reviews!

39

If you get tired of our opinions once in a while (and frankly who wouldn't?), here's your chance to have a go at videogames journalism!



Puzzles

Crossword and Spot The Difference

50

If you thought the last crossword was tricky, check out the new brain-buster! Plus, there's a fab Alice Spot The Difference.



Link-Up

Link To Us!

Keep all your letters, e-mails, SMS, pictures and jokes coming in - it could just save your life. Well, okay, it couldn't. But do it anyway!



MAIL: Link-Up, TGB Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS



EMAIL: Or email us at jem@paragon.co.uk, marking your mails 'LINK-UP'.



TEXT: And we really want all your text messages too! Send in your thoughts to us on **07941 921 854**, but only between 9am & 6pm please!

And if you have any carrier pigeons, we'd be happy to eat them!

Total Game Boy

Star Letter

The sender of the Star Letter each issue wins an XploderGB courtesy of our friends at Fire!

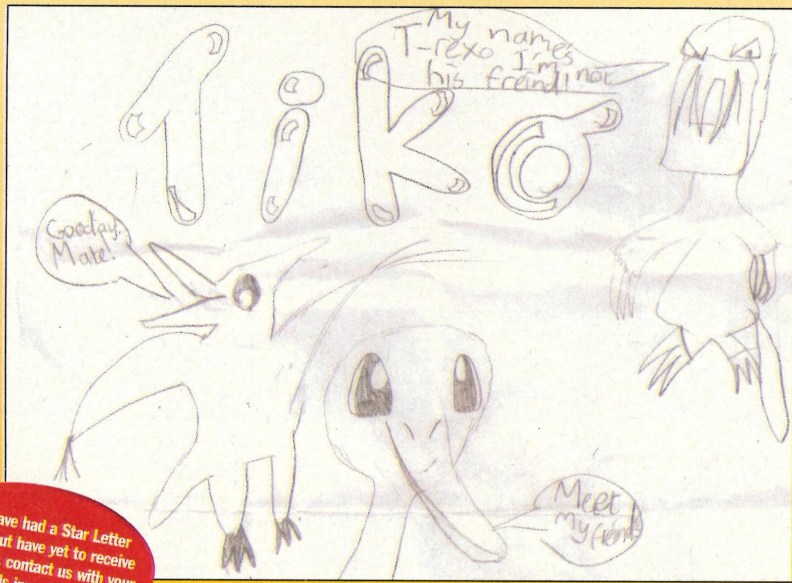
Dear Total Game Boy,

I think there should be a new game for boys and girls called *Tiko*. Tiko is a dinosaur and the evil T-Rexo has taken over all the dinosaurs' lands and made mysterious puzzles for Tiko to crack. Also you can get access to other characters by defeating T-Rexo's maneater pals. And you can pick things up to help you with the puzzles. For Game Boy Color ONLY!

Sylvia Dias, Tipton.

Dear Sylvia,

Well, there are quite a few games developers and producers reading this, so perhaps if they like your idea, you may be rich very soon. Although you may want to give a little more information for them: you access dead dinosaurs? Whatever, here's an Xploder for you to help complete the games you already have.



If you have had a Star Letter printed, but have yet to receive an Xploder, contact us with your details immediately.

Letter Stats!

Amount of letters saying we're generally great	70%
Amount of letters praising Pokémon	20%
Amount of letters cursing Pokémon	5%
Amount of letters STILL requesting Xploders	15%
Amount of worrying psychopaths	50%

I'm bonkers, I am!

Dear Total Game Boy,

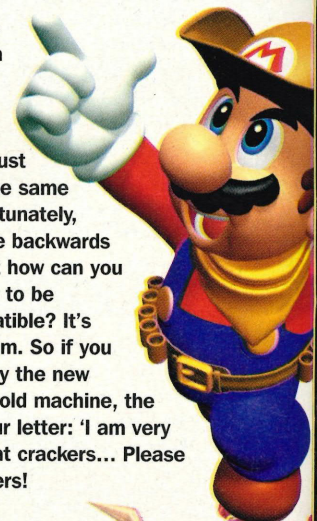
I am very disturbed to think of you reviewing Game Boy Advance games instead of Game Boy Color games because (drum-roll please), there won't be ANYONE to review Game Boy Color games!!! Also, will some Game Boy Advance games be able to be played on Game Boy Color, as some of them look right crackers and spot on!!!

Please help me,

Owain Jevons, Much Birch.

Dear Owain,

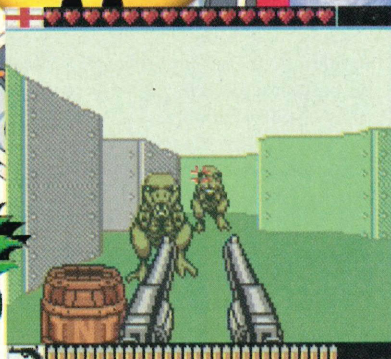
Calm down, calm down, we're still going to be bringing you the low-down on every crucial Game Boy Color release that hits the shelves, Advance or otherwise. The problem is that when you play, say, *Super Mario WORLD Advance* on the new machine, a title like *Microsoft Ping-Pong 6* on the old Game Boy just doesn't have the same feel to it. Unfortunately, the GBA may be backwards compatible, but how can you expect the GBC to be forwards compatible? It's impossible, chum. So if you expected to play the new games on your old machine, the clues are in your letter: 'I am very disturbed... right crackers... Please help me'. Bonkers!





Dear Total Game Boy.

Peter Crewe, Surrey.



Dear Peter.


And as for *POP* – no news of any releases just yet, and the different ratings? Each reviewer is entitled to their own opinion, and you know what they say – one man's thingummyjig is another man's trumpet.

Dear Total Game Boy,

Patrick Tennant, Derby.

Dear Patrick,

Oh dear, you were doing so well there for the Star Letter and then you had to ask outright. What a shame. Perhaps if you'd invented a cartoon dinosaur you may have got there. Never mind, you can still either save up, or tell your 'friend' not to be such a miserable git. And thanks for the plastic case tip!



You're joking?!
PATIENT: What do the X-rays of your brain show?
DOCTOR: Nothing.

It's Dr. Shrew!

The time travelling rodent recalls some of the best and most confusing Game Boy games from times past...

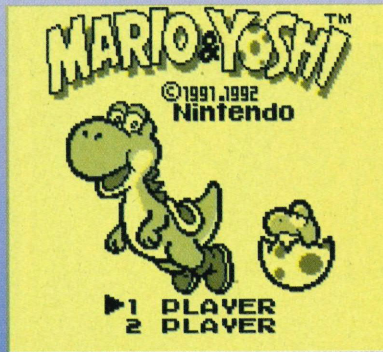
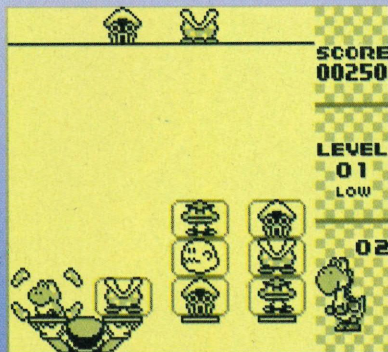
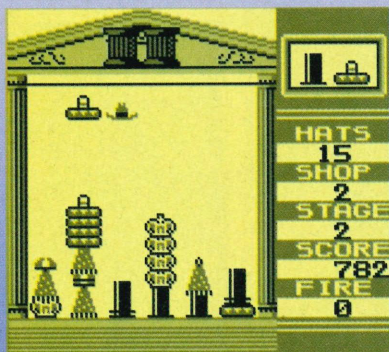
A rgh!
Wh..
what

am I doing here? Oh,
it's you lot again. I was in

the middle of a battle with the foetus-faced gibbons of the Planet Interesting, but I suppose it can wait. In between battles this century, despite the brave march of technology in your primitive eyes, I've been

enjoying *Tetris* rip-offs. The horrors of *Wetrix* aside, the best is, of course, *Psychetrix* 3000, which you can only get for the Game Boy Brain Chip, not on sale till 2756, but there were some classics on the old Game Boy. One of the most famous of the drop-block puzzlers was *Mario & Yoshi*, from 1992. In this, familiar beasts from the *Mario* game would fall down, and it was your job, as Mario, to position the bottom

tiles to match monsters together, and prevent build-up. Now and then shell tops and bottoms would fall, and you would have to match them up to hatch little Yoshis, which was always fun. Perhaps the oddest title ever was *Hatris*, an obscure monochrome puzzler for Bullet-proof software in the year of your Lord 1990. It was like *Tetris*... but with hats, d'you see? Now, back to me gibbons.



Crashin' Spyros?

Dear Total Game Boy

I'm incredibly impressed with your new design and extended mag! All the other Game Boy magazines seem to have gone and given up due to your great reviews, previews and info. I have some questions to ask:

- 1) Do you know of any Star Wars titles coming to Game Boy Advance?
- 2) Do you know if Crash Bandicoot and Spyro The Dragon are coming to GBA? Thanks a lot, TGB Team. Oh, and finally... Can your mag get any better? :)

Sean James Fitzpatrick, via e-mail

PS - Please publish this or I'll set my Pikachu on you!

Dear Sean,

Actually, you may be pleased to hear that both *Spyro The Dragon Advance*, from Havas Interactive, and *Crash Bandicoot* from Konami, are both due out for the Game Boy Advance later in the year. However, there are no *Star Wars* titles in the pipeline for Color or Advance, but sci-fi fans may be interested in a title from Activision

entitled *Star Trek Invasion*. That should be out some time in the year too. And finally, yes we printed your message, but only for fear that your Pikachu would annoy us to death by hopping around looking cute. ☺

Backchat

The Short Answer to reader's questions...

William Davies - You're not losing your mind. We gave the Infogrames title *Asterix: Search For Dogmatix* 89% in Issue 10. Ask any helpful staff at your nearest videogames emporium for the title. It's only a year or so old!

Aziz Vora - Thank you very much, the answers to your questions are No, No, No, and, judging by the list of games you have, you'll probably want *Pokémon Silver* or *Gold*. Or something.

Amar Gandecha - Some handy Xploder codes: OD399AA2, OD4CFA2 for *Metal Gear Solid*, and OD214FAE OD214AAE for *The Mask Of Zorro*, at least. By the way, we were early, but loads of people bought *Silver* and *Gold* via import anyway. And no news on *Dragon Ball Z* I'm afraid!

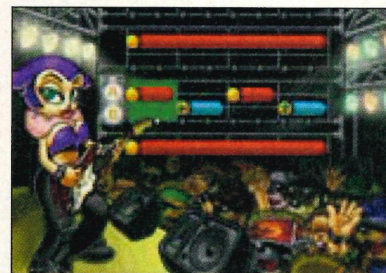
Laura McDonald - We gave *Yoda Stories* a good score because it was impossible to put down, with great sound, funny

graphics and enthralling puzzles. If that's not a good game, you can knock me down with a baseball bat!

Jonathon Morten-Hart - *Silver* and *Gold* are entirely new games set in the land of Johto. The differences between the two are not important really, just like *Red* and *Blue* was. So, yeah, buy it, unless you want to wait a bit longer for *Crystal*!

Adam Corbett - Is there such a thing as a perfect game? No, but what you described sounded just like one of the brilliant *Looney Tunes Collector Series*. Try *Martian Alert*!

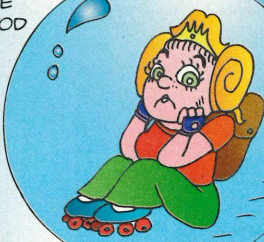
Greg Doe - You are forgiven. And yes, there is mixing DJ game on the cards for GBA. It's called *Game Boy Music*, and has no UK release date as yet. Unfortunately no-one's heard anything about *Wings Of Fury 2*!



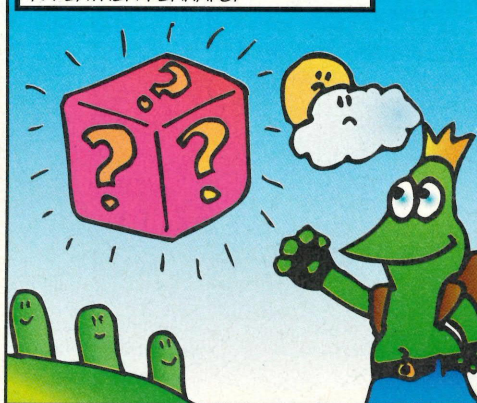
OSMONDLE THE FROG

THE STORY SO FAR...

PRINCESS WAFFLES IS BEING HELD PRISONER BY THE WARTSHINGLE FOR NO GOOD REASON. ONLY OSMONDLE, THE GREATEST VIDEOGAME HERO OF ALL, CAN SAVE HER...



AND NOW, AT LAST, IT'S TIME TO PICK UP A BONUS. AN EXTRA LIFE? A FEATHER PERHAPS?



...SO FAR HE HAS ALREADY DONE A LOT OF JUMPING AROUND ON PLATFORMS AND STUFF...

TRA-LA!

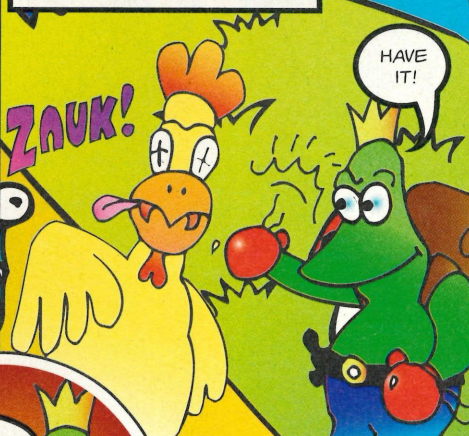


A MUSHROOM?!



WHAT THE HELL AM I SUPPOSED TO DO WITH THIS? OH, I KNOW, IT'LL MAKE ME BIG AND POWERFUL OR SOMETHING...

...AND FOUGHT THE VICIOUS VAMPIRE CHICKENS OF KENT...



HAVE IT!

HERE GOES!

TO BE CONTINUED...



CENSORED!

Me And My Game Boy

No.2



By Marilyn Monroe, from America.

Hey there, sugar. I love those little Pokémon critters, they're so sweet. But you gotta keep them all happy, you know, or they ain't gonna evolve very quickly, are they? When I'm playing *Pokémon Silver*, I kinda like to give all my Pokémon plenty to do, and keep them all happy, or even visit the Poké Salon in Goldenrod City. There's very little else to do when you're dead but play Game Boy, you know! It is the cool thing, baby!

Next month, Julius Caesar's thoughts on the GBA.

GBA CORNER

We made the mistake of printing the number for your SMS last issue, and have hardly slept since. Never mind, here we are:

CONGRATZ 4 THE BEST EVER CONSOLE MAG! IN YOUR NEXT OR FURTHER ISSUE COULD YOU MAKE A PAGE WITH PEOPLES' TEXTS? THANKS, ROSS NICHOLSON, CORNWALL.

ER, THAT'S THE IDEA, ROSS.

DEAR TOTAL GAME BOY, I HAVE BOUGHT STAR WARS EP 1 RACER BUT I AM FINDING IT HARD TO WIN RACES. I HAVE ONLY WON 4! PLEASE COULD I HAVE SOME TIPS TO HELP ME. TOM

PRESS A AS THE 1" COUNTDOWN FADES FROM SCREEN FOR EXTRA BOOST. ON TATOOINE, IN THE THIRD LEVEL THERE IS A SHORTCUT 1/3 OF THE WAY THROUGH, ON THE LEFT SIDE OF A LONG STRETCH.

I WOULD LIKE TO PLACE AN ORDER FOR 2 PIES + CHIPS FRONTAVIS PUG POO CLEANER, WILMSLOW

THANKS 4 THAT. WE WOULD LIKE TO ORDER A MASSIVE GIRAFFE TO COME AND EAT YOU AND YOUR IMMEDIATE FAMILY THIS TUESDAY.

DEAR T.G.B. I WAS WANDERING IF U COULD TEXT ME THE RELEASE DATES & WHAT SHOPS IN HULL THEY'D BE IN: POKEMON G-S & ROBOT WARS-KARL BARLEY-HEDON

BOTH OUT ALREADY TOM - TRY THE VIDEOGAMES SHOPS.

HI JUST A QUICK NOTE TO SAY THAT MY WIFE GAVE ME A GAME BOY FOR MY 32 BIRTHDAY, IT STOPS ME BOTHERING HER. ISSUE 17 IS MEGA, MAY EVEN BUY THAT ALIENS THANATOS THIS AFTERNOON IF I CAN FIND A COPY.

WOW KIDS - YOU'VE GOT THE REST OF YOUR LIFE TO PLAY GAME BOY GAMES. NEVER TOO OLD, EH?

WHY DON'T YOU...?

Have you read one of our reviews and thought we were a bit harsh, or even too kind to a game you consider to be poo? Here's your chance to have your say on your most loved or hated titles. There's a free Game Boy title for every printed review.

Lego Island 2

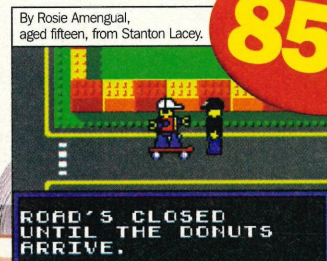
Not many people have heard of this game but it's an absolute cracker, everybody! It's a cool colourful RPG where you play Pepper the Pizza Delivery Boy, and you have to catch Brickster the thief who has escaped from prison. As you travel around on your skateboard throwing pizzas at bad guys and stuff, you collect cards which you can trade and journey through all the Lego themed islands and places. There's Adventure, Medieval, Space and all sorts to see,

and lots of puzzles to solve and bosses to kill when you get there. I completed this game quite quickly, but found there are quite a few secrets still to be found, and cards to collect. I even noticed little Lego Mulder and Scullys last time I played!

Still, despite the cool graphics and nice sounds, this game is not worth spending more than twenty pounds for. See if you can find it cheap somewhere though, coz I'm having a ball!



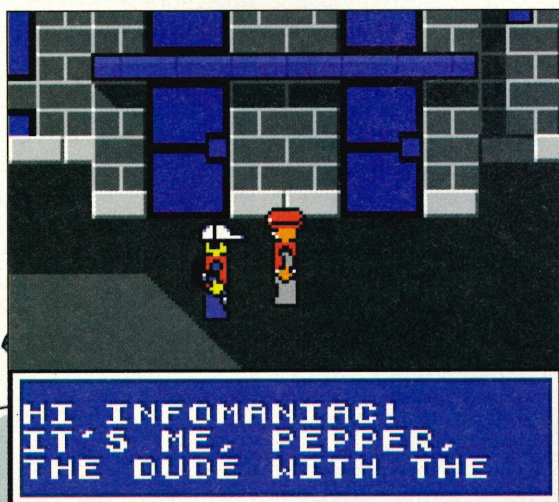
HIYA PAPA! WHAT'S UP?



ROAD'S CLOSED UNTIL THE DONUTS ARRIVE.

85%

By Rosie Amengual, aged fifteen, from Stanton Lacey.



HI INFOMANIAC! IT'S ME. PEPPER. THE DUDE WITH THE

STUFF!

Videorama!

We've rounded up all the best new 'stuff' around for you to gawp at!

Stuff Yourself Silly!

All the latest videos can be found right here, right now in your favourite ever mag!! Dive on in!

Dragon Ball Z Toys

■ Supplied by Cartoon Network
■ Price Priceless! Unavailable in the UK!

Cartoon Network has managed to create a rather big hit for itself with the top animé 'toon, *Dragon Ball Z*.

Already the most popular animé show EVER in Japan, *Dragon Ball Z* is all about the good versus evil struggle that revolves around the quest for seven dragon balls (orange spheres scattered around the world). When brought together, the Dragon Balls grant the finder a single wish before being once again scattered. Good guy Goku and his crew battle against the evil Saiya-jin to find his (er-hem) balls!

Now the toys have been imported especially from overseas, and are right here in our possession! Be the very first to own the toys and the trading cards! We've got ten action figures, plus five sets of trading cards from series one, two and three, as well as trading cards for 20 runners-up!

Win!

One of ten fantastic import *Dragon Ball Z* toys and some trading cards, all thanks to Cartoon Network, simply by answering this question:

How many Dragon Balls are there?

- A 1
- B 5,4389
- C 7



Titan AE

■ Certificate PG
■ Published by 20th Century Fox
■ Released (VIDEO) 9 April 2001

It's the year 3028 and the Drej, a vicious alien race, have destroyed earth and all the survivors left have been spread across the universe – drifters looking for a new home. Fifteen years on, a young space-garbage collector discovers that he holds the genetic map, which is the key to re-awakening the Titan – a spaceship that could save humanity.

With the help of a few friends, Cale sets off on an adventure that could end in death at the hand of the unfeeling Drej, or the rebirth of the human race.



This amazing movie is a mixture of mind-blowing computer graphics and cartoon animation, and features the voices of Drew Barrymore and Matt Damon.

Win!

One of five copies of *Titan AE* on video, thanks to 20th Century Fox, by answering this simple question:

Where can you find the Universe?

- A It's in the oven
- B We're in it
- C The dog ate it

Digimon volume 4 & 5

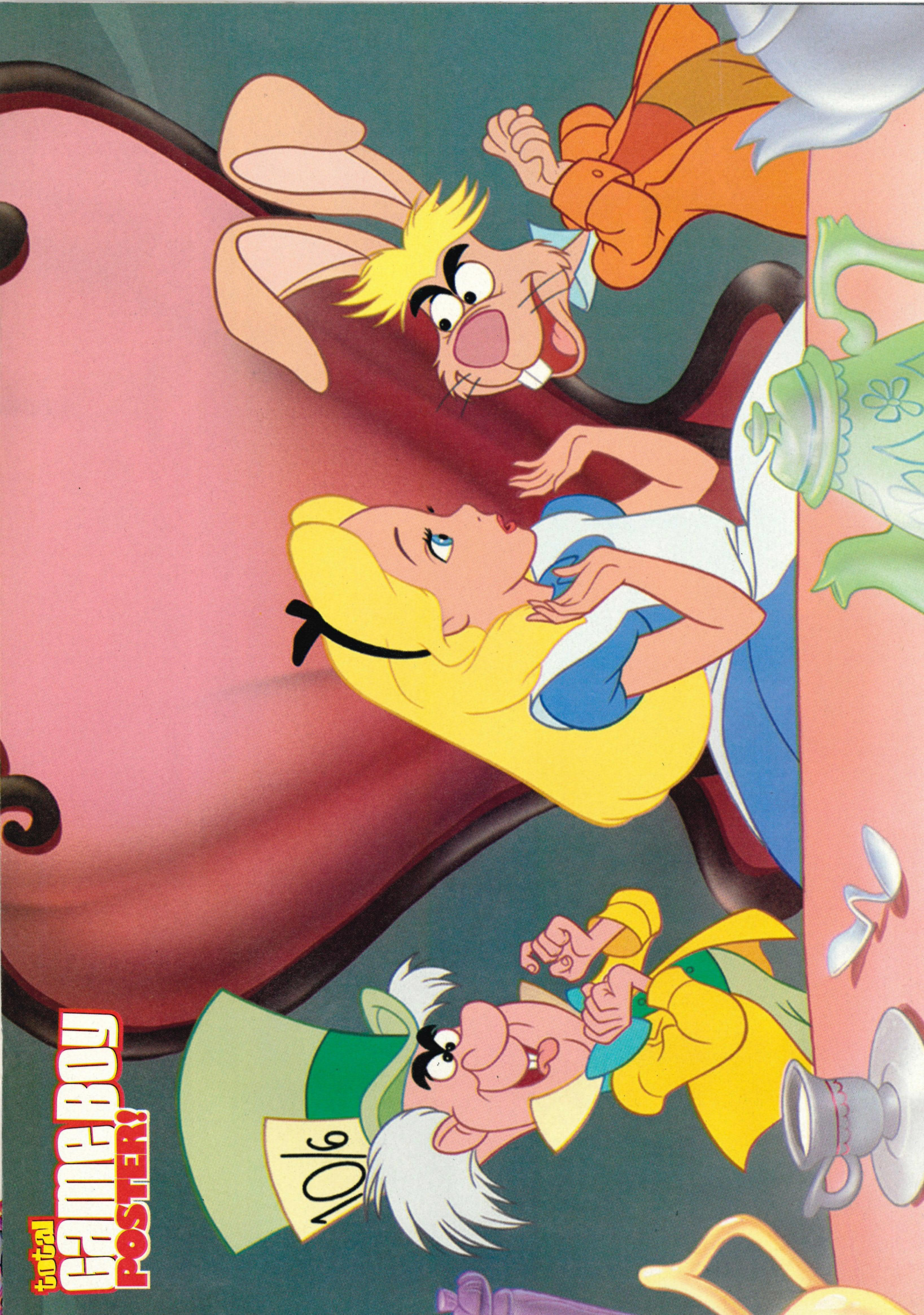
■ Certificate U
■ Published by 20th Century Fox
■ Available Out Now

Digimon! The biggest thing since the biggest thing that came before it,

Digimon is a supersmash hit all over the globe. Now you can win not one, but two volumes of the cartoons on video, as two are released on the same day! With twice daily episodes being screened on CITV, Digimon flavoured Skips, and an upcoming feature film, Digimon are everywhere! Each video features three brilliant episodes of Digimon.



total
GAMEBOY
POSTER!





THE
MUMMY
RETURNS



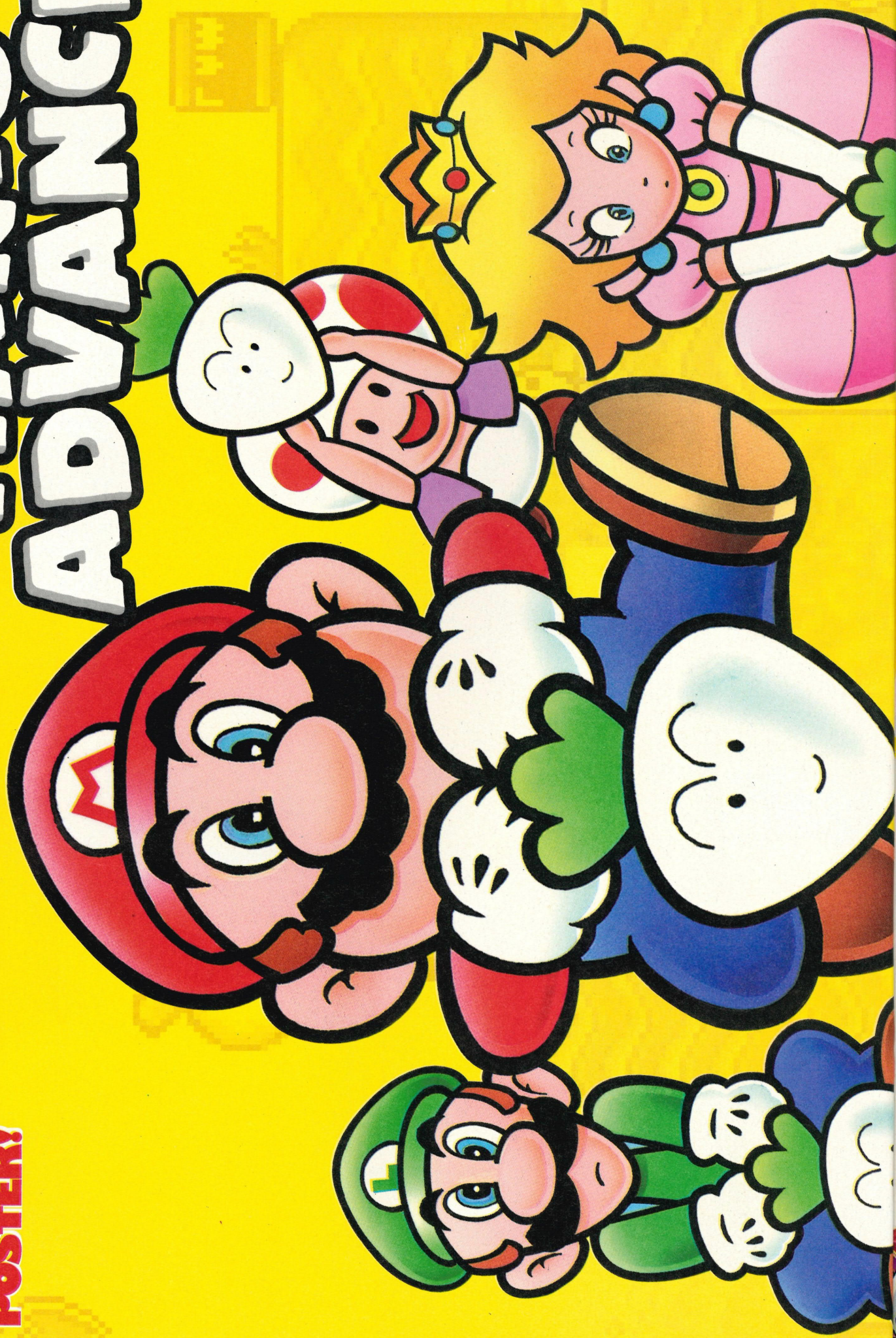
H E

M Y

J U R N S

total
Game Boy
POSTER!

MARIO ADVANCE





Triggsplat

■ Supplied by Olop Leisure
■ Price £19.99

An update on last year's hit paintballing game Supa Splat, Triggsplat features a trigger operated pump-action gun! You'll need a steady hand and a good eye for a target as you pump up the pressure, take aim at the target, and fire up to ten paintballs one after the other! This pack comes with protective goggles and 40 multi-coloured, water-soluble paintballs.

B Flash Cruisers plus Safety Gear

■ Supplied by Olop Leisure
■ Price £100

Cool! These multi-purpose skate shoes come with retractable roller skates for faster and smoother travelling!

Starting out as bumper big boots, these are easily converted into state-of-the-art roller-strollers. They come in space-age metallic silver and blue, as well as urban commando-style camel and black, so not only can you cruise, you can blend in as well!

These Cruisers are aerodynamically designed with a flexible sole for all day comfort, plus centrally aligned PU wheels with anti-rust metal supports – a great precaution against our darned weather!

The B Flash makers recommend that you travel safe, and have provided the lucky winner of this compo with a full safety kit, including the safety helmet (£14.99) and safety pads (£14.99)!



Win! Win! Voucher!

You can enter all the competitions in TOTAL GAME BOY by using this one, easy to find voucher. Just jot down the answers to the questions on the competition of your choice, then put your name and address and cut out the coupon to send it off. No mess, no fuss and you can choose whether you want to enter just one compo, or the whole lot with one stamp!

Dragon Ball Z

How many Dragon Balls are there?

- A 1
- B 5,4389
- C 7

Funn Ball

Which of these operates by using suction?

- A Sink plunger
- B Mouse
- C Wickerwork

Titan AE

Where can you find the Universe?

- A It's in the oven
- B We're in it
- C The dog ate it

Mongoose Compo (page 46)

Caption:

Funn Ball

■ Supplied by Olop Leisure
■ Price £9.99

Catch with a big, big twist! Funn Ball is a kerrazzzy game! Each player gets a Sucker-Grip which keeps the ball balanced and steady, until you release the suction and throw the ball into the air! The Sucker's power is released by pressing a button on the handle, and then – POW! The other player has to sucker that ball!

Win!

One of five Funn Ball sets, thanks to Olop Leisure, by answering this question:

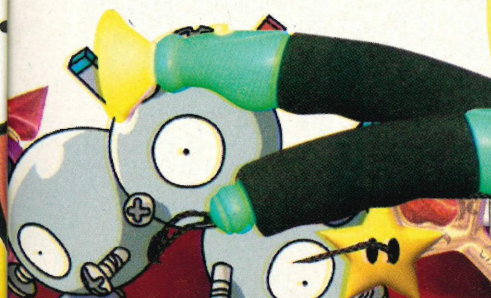
Which of these operates by using suction?

- A Sink plunger
- B Mouse
- C Wickerwork

J Coloured Super VHS Range

■ Supplied by JVC
■ Price £10.00 for four

These funky new videotapes from JVC come in packs of four and in four fruity colours: orange, blue, lime green and aqua marine. Not only do they look good, each cassette has 180 minutes of recording time in short play and 360 minutes in long play, and they feature a brand new, scientifically developed magnetic tape which will let your taping keep livin' on and on. Genius!



Mummy Returns Compo
The Mummy Returns star Brendan Fraser was also recently in which rubbish remake of a Sixties classic?

- ☐ A. Bedazzled
- ☐ B. The Wrong Box
- ☐ C. The Hound Of The Baskervilles

Dukes Of Hazzard Compo
What was the last sound heard on every Dukes of Hazzard episode?

- ☐ A. Thank God For That
- ☐ B. Chew Chew Chew
- ☐ C. Bang Bang Bang!

My name is

I live at

My postcode is

My telephone number is

My email address is

I was born on

From time to time you may be sent news about exciting new products and opportunities that are of interest to TOTAL GAME BOY readers. If you do not wish to receive such information please tick this box. ☐

Total Game Boy 18

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Compo's 18

TOTAL GAME BOY
Paragon Publishing
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Read individual articles
for closing dates.

Simon Tabron Rocks!

If you're sensible enough to go out and have a look at the superb Mat Hoffman's Pro BMX, you'll spot young Simon Tabron in the Select Rider menu. Simon has rapidly progressed through the ranks to become one of the most innovative and original riders to have ever ripped it up on the half pipe. He's one of a very small number of British riders ever to have reached the high level required to compete on an international level. Known for huge airs and some of the most consistent and smooth 900's around, you can be assured that when Simon is on the ramp you'll see some of the most insane bike riding that you have ever witnessed. And now you have the chance to follow in his tracks!



Mongoose Pro And Mat Hoffman Bring You... BMX Bonanza!

Mongoose Pro is a global force in the world of Freestyle BMX, fronted by some of the world's best extreme sports athletes such as Simon Tabron and Tim 'Fuzzy' Hall, both X-Games medallists who design and ride their own Mongoose signature bikes. If you want to spin big airs on the vert ramp like Simon, you can be sure that there's a Mongoose bike to do the job. And now they're giving you the chance to own your very own fantastic BMX, the Mongoose Villain!

Having been one of the stars of the Mongoose BMX range for the past ten years, the Villain has

been developed and refined into one of the best performing and technically advanced BMX bikes of today. Featuring a Gyro, 48 spoke wheels, 4 piece handlebars and a full set of stunt pegs, this bike is packed with features, and will take any budding Simon Tabron a long, long way.

All you have to do to win not only this outstanding machine, but also a free Mongoose T-shirt (or one of ten T-shirts for runners-up), is send in your caption to this picture of Simon mid-stunt. Entries should be marked 'Mongoose BMX Compo', and be in no later than 3 July.



What on earth could he be saying?

If you want to know more about Mongoose bikes and Simon Tabron, check out these neat Web sites...
www.mongoose.com
www.snafubmx.com
www.hotwheels.uk.com



The Mummy Returns

Havas Interactive has a huge offer for fans of *The Mummy Returns* on the cards. They're willing to give one exceptionally lucky winner a private screening of the new movie (released 18 May) for themselves and 50 friends, anywhere in the country, plus a cool *Mummy* T-shirt and a copy of the game. Two lucky runners-up will get T-shirts and games. Just remember to get your entries in to us before 24 May – that's not long, so get scribbling if you want to win!

The *Mummy Returns* star Brendan Fraser was also recently in which rubbish remake of a Sixties classic?

- A. Bedazzled**
- B. The Wrong Box**
- C. The Hound Of The Baskervilles**

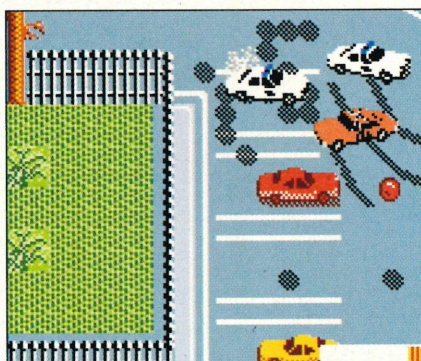


Dukes Of Hazzard

Those lovely folks at Ubi Soft have got some amazing giveaways to celebrate the success of *Dukes Of Hazzard 2: Racing For Home* on the GBC. Two lucky winners will receive a copy of the game each, plus a signed photo of the *Dukes Of Hazzard* crew, a poster, and best of all, incredible miniature models of the Duke's car and Daisy Duke's Jeep. All you have to do to get your little maulers on this merchandise is answer the following question, and get your answers in before 3 July.

What was the last sound heard on every *Dukes Of Hazzard* episode?

- A. Thank God For That**
- B. Chew Chew Chew!**
- C. Bang Bang Bang!**



Wom! Wom! Wom!

POKÉVIDS WINNERS

Reece Boshier of Colchester, Kieran Smith of Tamworth, John Thompson of Gosforth, Jack O'Sullivan of Leicester and Kirsty Ashton of Manchester all get copies of the two brand new Pokémon video releases. All that, just for knowing the answers were A, B and C. How about that, guys and gals?

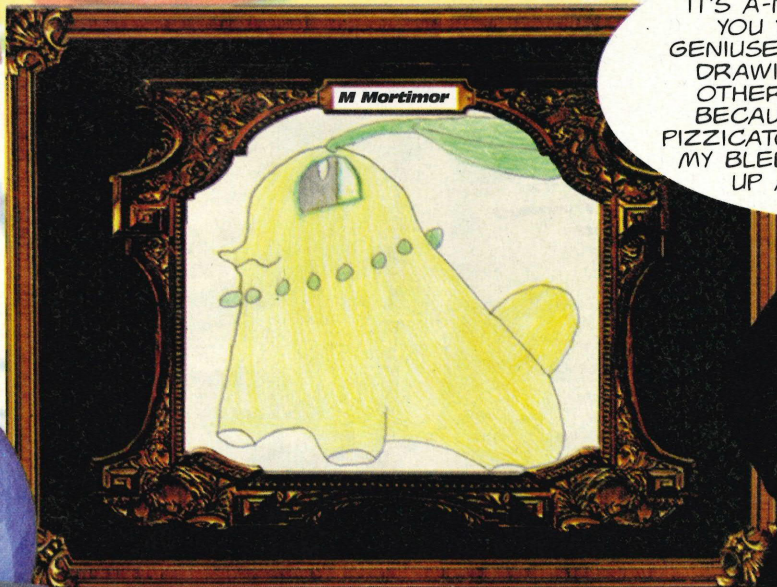
BUSY FINGERS WINNERS

Winners of a mini-finger style BMX (doesn't really sound so impressive now, does it? Never mind, these are still cool, and won't get mud everywhere at least), are K Haywood of Braunstone Frith, who also gets a copy of the



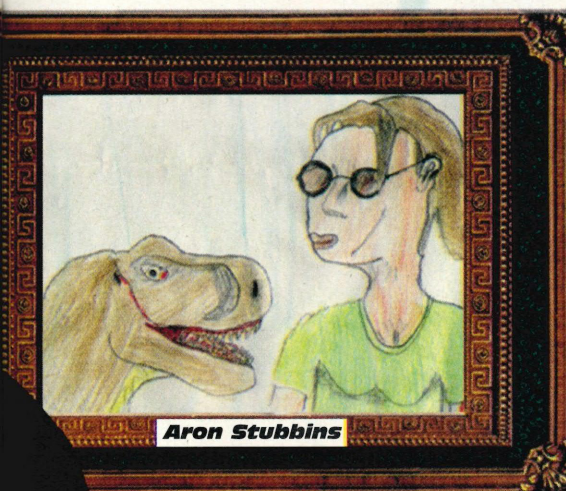
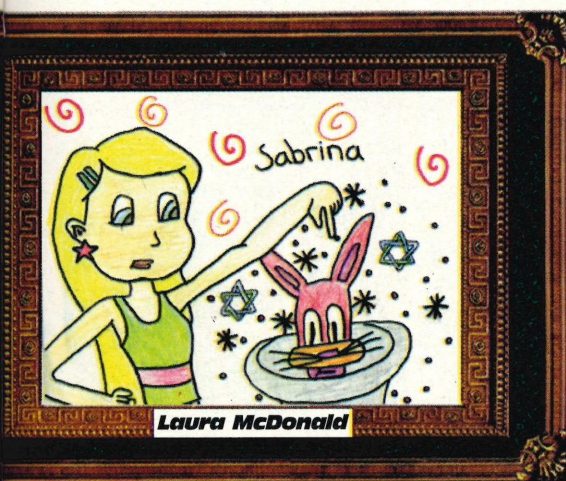
fantastic *Road Champs*, plus Master R Knight of Cheltenham, David Mortimer of Derbyshire, Michelle Cooper of Teignmouth, and Patrick Watkins of Tweekesbury. Well done chaps!

The Galler



IT'S A-ME, MONA!
IT'S A-NICE TO SEE THAT
YOU YOUNG ARTISTIC
GENIUSES ARE CAPABLE OF
DRAWING A-SOMETHING
OTHER THAN POKÉMON,
BECAUSE THOSE LITTLE
PIZZICATOS A-GET RIGHT ON
MY BLEEDIN' WICK. KEEP IT
UP ANYWAY, BELLA!

It's time for us to take a back seat and put our feet up while you do all the work, as we take a little walk through The Gallery, with your host, the Mona Lisa...



Why Don't You?

Keep your piccies coming in, we love 'em! But remember - there are more things to draw than just Pokémon! Send them to...

The Gallery

TOTAL GAME BOY,
Paragon Publishing,
St Peter's Road,
Bournemouth,
Dorset
BH1 2JS



See you next issue!

Puzzles

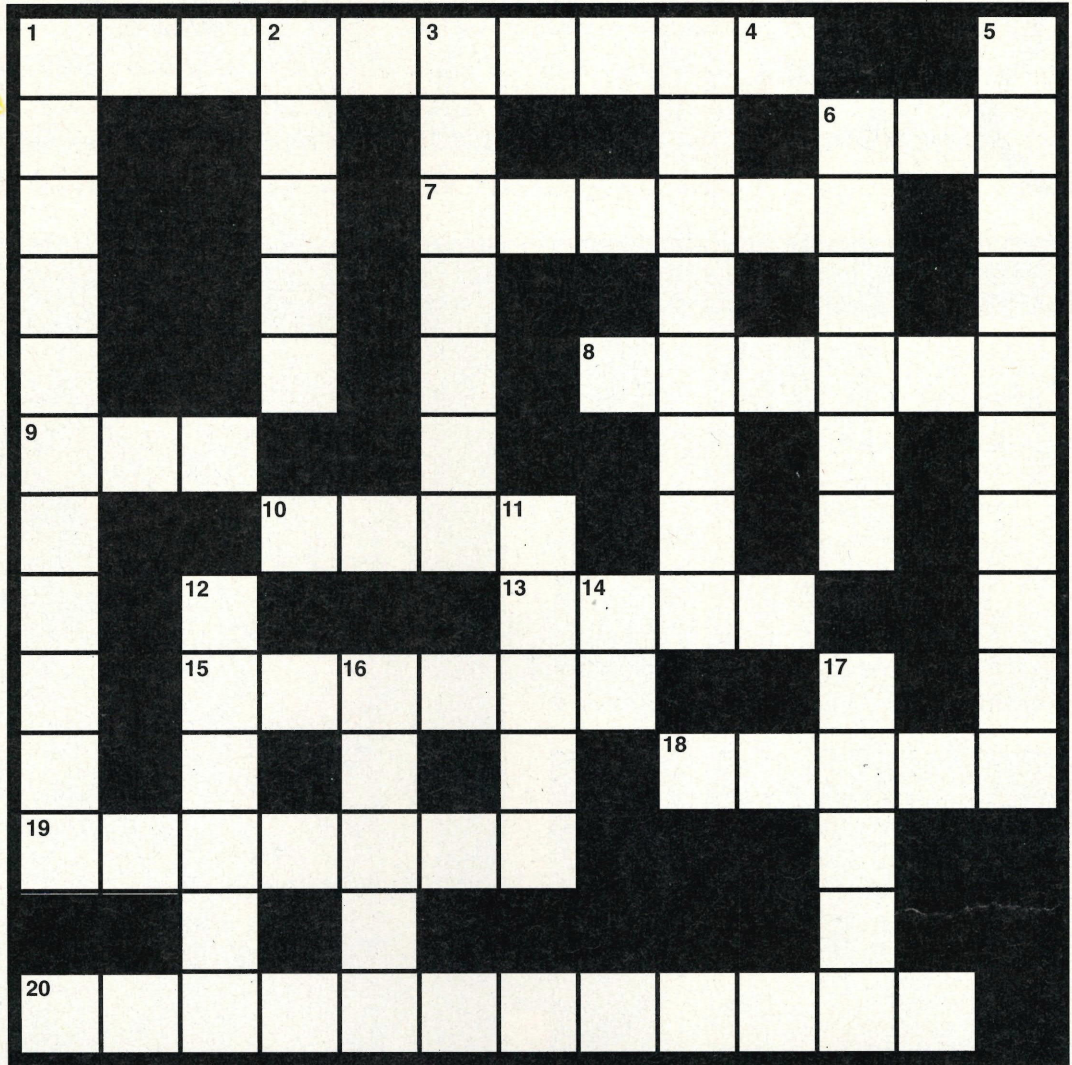
Crossword

Down

1. Which crazy characters face a Martian Alert? (6, 5)
2. What kind of creature is Gex? (5)
3. See 4 down.
- 4/3. The centre of Indiana Jones's latest quest. (8, 7)
5. The flying Pokémon No 200. (10)
6. Balancing playground attraction. (6)
11. Watch out while crossing water in Rayman – you may... (5)
12. What colour is Ash's pet Pokémon? (6)
14. To play a game, switch your console... (2)
16. In Ice Hockey, balls are replaced by... (5)
17. For your bravery, you deserve a... (5)

Across

1. The full name of the green-capped brother of Mario. (5, 5)
6. The makers of the smash-hit game Thunderbirds. (1,1,1)
7. Strong beverage that keeps adults up all night. (6)
8. Rubs out pencil marks. (6)
9. The Japanese currency. (3)
10. The blond hunk from Scooby-Doo! (4)
13. What the R in RPG stands for. (4)
15. Pokémon number 196. (6)
18. Which game features knights, rooks and pawns?
19. Space Station _____ Valley, a classic GBC title. (7)
20. The celebrated author of Alice In Wonderland. (5, 7)



Spot The Difference!

Alice and her chums are having tea... but someone's been changing things around. Can you spot the 10 differences?

The answers are over on page 82!



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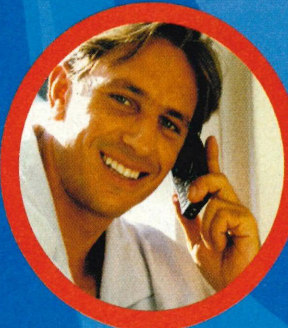
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- 0257 2 Times - Anna Lee
- 0260 Absolutely Everybody - Vanessa Amorosi
- 0001 A-ha - Take On Me
- 3707 Always Come Back To Your Love - Samantha Mumba
- 0267 American Pie - Madonna
- 3697 American Dream - Jakatta
- 0268 Angels - Robbie Williams
- 0273 As Long As You Love Me - Backstreet Boys
- 0013 Beverly Hills Soundtrack - Axel F
- 0017 Barbie Girl - Aqua
- 1583 Bat Out Of Hell - Meatloaf
- 0166 Benny Hill - Theme
- 0281 Better Off Alone - Alice DeeJay
- 0282 Bitter Sweet Symphony - The Verve
- 0283 Blue - Eiffel 65
- 0025 Bond - James Bond Theme
- 0284 Boom Boom Boom - Vengaboys
- 0285 Born To Make You Happy - Britney Spears
- 3672 Case Of The Ex - Mya
- 0294 Changes - Tupac Shakur
- 1516 Charlie's Angels - Film Theme
- 0033 Countdown - Europe
- 0296 Crazy - Britney Spears
- 3682 Dancing In The Moonlight - Toploader
- 1507 Dancing Queen - Abba
- 0299 Don't Call Me Baby - Madison Avenue
- 0043 Eastenders - Eastenders TV Theme
- 3702 Ei - Nelly
- 3678 Everytime You Need... - Pragma/M Rubia
- 1577 Feel The Beat - Unknown
- 3708 Feels So Good - Melanie B
- 0052 Flintstones - Flintstones TV Theme
- 0312 Flying Without Wings - Westlife
- 0055 Fugees - Killing Me Softly
- 0065 Halloween - Halloween Film Theme
- 1588 Heart Of Asia - Watgate
- 3698 Here With Me - Dido
- 1502 Hey Jude - Beatles

- 1500 Holler - Spice Girls
- 1518 I Believe I Can Fly - R Kelly
- 0322 If You Had My Love - Jennifer Lopez
- 0199 Indiana Jones - Film Theme
- 3705 It Wasn't Me - Shaggy
- 0075 Itchy And Scratchy - The Simpsons
- 1508 I Turn To You - Mel C
- 0201 I Will Survive - Gloria Gaynor
- 1519 Kids - Robbie Williams
- 0335 King Of My Castle - Wamdue Project
- 0204 Knight Rider - TV Theme
- 3691 Last Resort - Papa Roach
- 0085 Liberty - Unknown
- 0086 Light My Fire - The Doors
- 0087 Lion Sleeps Tonight - Tight Fit
- 0340 Living La Vida Loca - Ricky Martin
- 3692 Loco - Fun Loving Criminals
- 0088 Loony - Cartoon Theme
- 0321 Mambo No 5 - Lou Bega
- 0221 Match Of The Day - TV Theme
- 0346 Millennium - Robbie Williams
- 1584 Missing You - Puff Daddy
- 0094 Mission Impossible - Theme Tune
- 0396 Moving Too Fast - Artful Dodger
- 3706 Ms Jackson - Outkast
- 0099 Muppets - Cartoon Theme
- 1501 Music - Madonna
- 0353 My Love Is Your Love - Whitney Houston
- 1590 My Love - Westlife
- 1587 No Scrubs - TLC
- 0109 One Love - Bob Marley
- 0357 Oops I Did It Again - Britney Spears
- 0359 Out Of This World
- 3680 Played A Live (the Bongo Song) - Safri Duo
- 0108 Pretty Fly For A White Guy - Offspring
- 1515 Real Slim Shady - Eminem
- 0365 Re-Wind - Artful Dodger Fea. Craig David
- 1585 Rock DJ - Robbie Williams
- 1836 Rock - WWF Theme Tune

- 3673 Rollin - Limp Bizkit
- 0372 Scar Tissue - Red Hot Chili Peppers
- 0128 Scooby Doo - Cartoon Theme
- 0374 Sex Bomb - Tom Jones
- 0377 She's The One - Robbie Williams
- 3710 Shut Up And Forget About It - Dane Bowers
- 1517 Sky - Sonique
- 1513 Stan - Eminem
- 1578 Silence - Delerium
- 0148 Star Trek - Film Theme
- 0151 Starwars 3 - Film Theme
- 1586 Stomp - Steps
- 1841 Stone Cold Steve Austin - Wrestling Theme
- 3693 Stutter - Joe Feat Mystikal
- 0152 Superman - Film Theme
- 0382 Sweet Like Chocolate - Shanks And Bigfoot
- 3690 Teenage Dirtbag - Wheatus
- 0156 Teletubbies - Cartoon Theme
- 0387 The Bad Touch - Bloodhound Gang
- 3700 The Call - Backstreet Boys
- 3711 The Ladyboy Is Mine - Stuntmasterz
- 3676 The Next Episode - Dr. Dre/Snoop Dog
- 0132 The Simpsons - TV Theme
- 1579 The Way I Am - Eminem
- 0395 Thong Song - Sisoq
- 0157 Titanic - Film Theme
- 0394 Toca's Miracle - Fragma
- 0159 Tubular Bells - Mike Oldfield
- 3679 Touch Me - Rui Da Silva Feat Cassandra
- 0397 Tragedy - Steps
- 1514 Vindaloo - Fat Les
- 0005 Walk This Way - Aerosmith
- 3670 Whole Again - Atomic Kitten
- 1576 Who Let The Dogs Out - Baha Men
- 0404 Why Does It Always Rain On Me - Travis
- 0167 YMCA - Village People
- 3545 You'll Never Walk Alone - Football Theme
- 0407 You Say It Best - Ronan Keating
- 1512 Zombienation - Kernkraft

WRESTLING

THE ROCK	HARDY
1835	3040
APA PROTECTION	SUN-BURN RAY
3042	3043
CHYNA	BRUNY
3044	3045
COOL	KANE
3046	3047
KA	STONE GOLD
3048	3049
DEADMAN	TRIPLE H
3050	3051
Y2J	RIKISHI
3052	3053
TEST	BS
3054	3055
HARDCORE	WRESTLEMANIA
3056	3057
RAW	SHACK DOWN
3058	3059

MUSIC

X-IZIBIT	ATOMIC KITTEN
4150	4151
BACKSTREET	BAHA MEN
4152	4153
COLDPLAY	CRAIG DAVID
4154	4155
DAVID	DIDO
1682	4158
DRDRE	DREAM
4159	4160
FUN LOVIN' CRIMINALS	GORILLAZ
4161	4162
Jakatta	limp bizkit
4163	4164
melanie.b	NELLY
4165	4166
OUTKAST	PAPA ROACH
4167	4168
toploader	ARTFUL
4171	4173

MUSIC

Spice	EMINEM
1547	1555
SLUB7	vengaboys
1564	1668
Stereophonics	DESI
1670	1672
ABBA	SCAKASHA
1679	4002
STAINES	SHAGGY
4011	4110
Robbie	Britney
4111	4113
ELVIS	Madonna
4114	4115
destiny's child	
4117	4157
RONAN	samantha mumba
4169	4170
U2	METALLICA
4172	0845

FILMS/TV

007	1550	1552
STUART	THE TUDOR	1716
1671	1716	
1719	1720	
1721	1730	
0693	0566	
POW	0609	0635
0655	1717	
0677	0681	
0686	0699	
0707	0710	

FOOTBALL

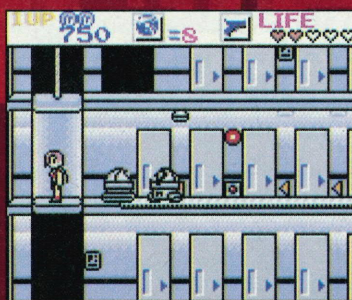
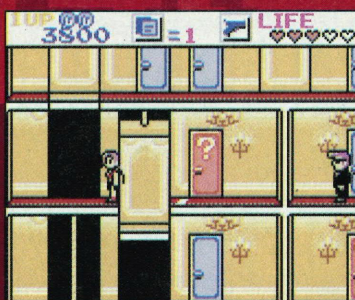
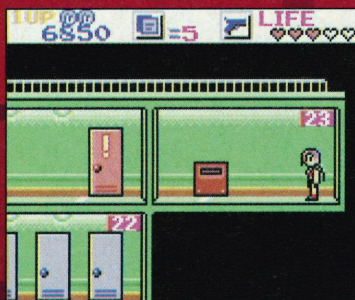
ROVERS	Charlton
1469	1652
COVENTRY	IPSWICH
1653	1654
1655	1832
UNITED	the blues
3501	3503
BARNLEY	FOREST
3930	3937
PULHATEC	SARREY
3938	3940
HORWICH	POMPEY
3942	3944
SHEFFIELD	THE BLUES
3948	3950
3954	3956
3957	3958

FOOTBALL

Arsenal	Chelsea
1461	1462
Derby	Everton
1463	1464
Liverpool	Newcastle Utd.
1466	1468
Hearts	
1475	1481
Scotland	Wolves
1485	1489
Millwall F.C.	Sheff Wed
1546	1650
Sunderland	Tottenham
1660	1661
Dred Devils	Wolves
3511	3932
Cardiff	Crystal Palace
3934	3936
QPR	West Ham
3946	3960

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The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. Tones are compatible with Sagem Models are MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC959(R) and Motorola T250, V50, V100 & V8088 (2001 models). Tones for Siemens and Ericsson cannot be sent over the order lines. See the Website for details. Calls to 0905 No costs 25p per min. Order line & fax cost £1.50 per minute, average call time 2.5 min. Calls from mobiles may cost more. A service of TAP, Borehamwood WD6 4PJ. Callers must be over 16 and get permission from the bill payer. Customer Support UK 0870-046-0047 (Ireland: 1850 927222) or write to Fun Tones, PO Box 9107, Birmingham B7.



Elevator Action

Who the hell thought setting a game in a large building where you simply have to go up and down in an elevator would be fun? More to the point, who the hell would've thought it would actually end up being really good!

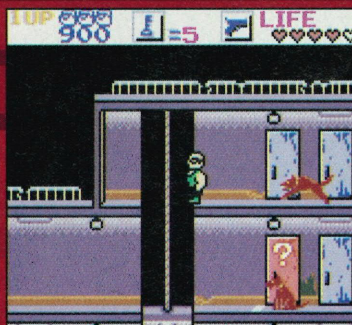
Elevator Action, despite what the title implies, is not a game set in a lift where you find yourself trapped with a page three beauty! Although not quite as thrilling, the game is actually about three special agents who are dropped into tall skyscrapers in order to secure some top secret files. The game requires you to use the lift shafts, air ducts and escalators to roam the hundreds of floors, killing baddies and stealing files along the way.

Going Down?

Despite the rather 'old fashioned' graphics, what really matters here is the gameplay. On this front it succeeds in being fun and really addictive. All

you have to do is to run around, up and down the different levels, shooting things and thinking on your feet. It's simple enough to just dive straight into, and will keep you amused for ages. However, because there's no password or save function, if you turn off your machine the game will restart from the beginning. This could put you off playing again if you know you have to start from scratch. Still, it's fair to say that the game has its ups and downs!

Paul



↑ Here doggy, here pooch! Maybe I gotta milk bone! Aaaaaaarrggghhh!



Excellent! Merci!



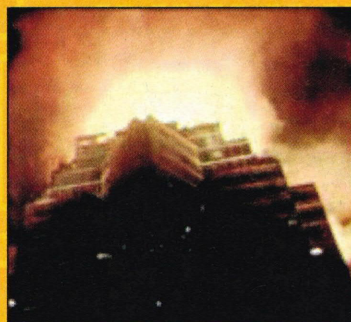
In my opinion...
It's called a bloomin' lift you know!

Elevator Action isn't a complicated game. If you're a fan of classic puzzle-style platformers, however, this budget title will keep you amused well past Guy Fawkes' night. In addition to having a classic game style, this twenty-first century title has some great added bonuses – the choice of characters with different abilities for one. And anyway, twenty quid isn't all that much, is it?

Jem

How To Be Dead Hard

If you have plans to sneak around the insides of buildings, killing loads of bad guys and saving the day (like *Elevator Action*), then take a leaf out of John McClane's book. In the 1988 movie *Die Hard*, Mr McClane (aka megastar Bruce Willis) was trapped in a high rise office tower battling against evil terrorists intent on getting their dirty hands on some money. However, by scaling lift shafts, crawling through air ducts and jumping off exploding rooftops, he managed to defeat them all. The only thing *Elevator Action* doesn't have that the movie does, is Bruce Willis' dirty vest. Now... where are my detonators?



total
Game Boy

Verdict

TOP 0 HT-SCORE 10000

ELEVATOR ACTION

EX

PUSH START

© TATTO CORP. 1983, 2000

Price £19.99

From TDK Mediactive

Release 30 March

Genre Platform

Players 1

Web www.tdk-mediactive.com

Extras

- X Link-up
- X Battery save
- X Passwords
- X Infra-red
- X Printer
- X Rumble Pak

Up and Over

- We have got to say that those graphics are really kinda cute.
- It's got that classic and addictive 'old-skool' gameplay we all love!

Down and Out

- There's no blimmin' save system. What's that all about then, eh?
- The sound effects are frankly a bit weak, to put it lightly!

Or you could try...

Tomb Raider
THQ

A classic platform game that makes you use a little more of those grey cells than usual!



Graphics ★★★
"Pure and simple, gonna be there..." Oh, um sorry. Quite good.

Sound ★★★
Not good but, hey, not bad! Mustn't grumble!

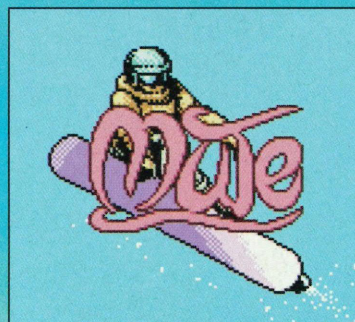
Playability ★★★
Addictive and simple, guaranteed to keep your fingers busy!

Lastability ★★
The lack of a save option might put you off returning to the game.

Final Rating

80

This game just goes to show that even the most simple of ideas can still be great fun!



Trick Boarder

Board stupid? Then it's time to pull on those baggy trousers, strap on that snowboard and make some serious air!

Snowboarding. It's not much fun if you're not much good at it – after all there are limbs at stake. Thankfully, Natsume has brought this cool sport to your favourite handheld. Essentially, this is just a racing game with some stunts thrown in. It has all the usual modes, Grand Prix, Time Trials and a two-player for people with friends. The mountain setting is a nice variant, but aside from that there's nothing much to get excited about.

Taking The Piste

Unfortunately, because it's a top-down racer, you can't see very far into the distance, which means that any obstacles in your path are often out of view. Crash into anything and you've pretty much lost the race. After a few attempts to learn the nine courses we just gave up and moved onto a playable racing game. We suggest that you do the same.

Simon

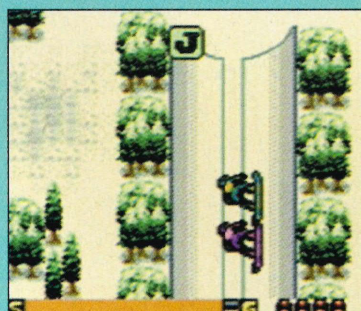


In my opinion...

Boarding in a winter wonderland...

With such glitchy graphics and terrible controls, this game was never going to take off as far as I was concerned. I've said it before and I'll say it again – extreme sports need extreme games! And this game is extremely bad!

Ange



↑ Upside down snowboarding is a trick not to be sniffed at!

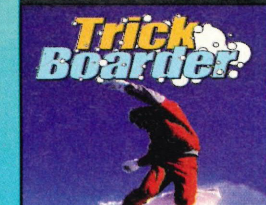


Dress For Success

Ask any boarder what makes them successful and they'll tell you that a good 80% of the skills come from the ridiculous clothing that they choose to wear. Without the beanie, obscure brand T-shirt and laughably baggy trousers they would lose all sense of balance. When playing *Trick Boarder* we would recommend that you dress similarly to get the maximum effect (you could also stand in the fridge if you think you're hard enough).



total gameboy Verdict



Price £24.99
From Natsume
Release March 2001
Genre Sports
Players 2
Web www.ubisoft.co.uk

Extras
✓ Link-up X Battery save
✓ Passwords X Infra-red
X Printer X Rumble Pak

Totally Rad

- It's based on one of the fastest growing sports on Earth!
- It's very satisfying when you actually win a race!

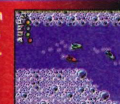
Utterly Bad

- The stop-start nature of the racing is too frustrating!
- Top-down view is too limiting. You end up crashing all the time.

Or you could try...

Micro Machines 1 & 2
From THQ

This is top-down racing as it was supposed to be. Fun with a capital FUN!



Graphics ★★★★★
At least the visuals are above average...

Sound ★★★
They try hard to be cool, but to be honest, they're a bit forgettable.

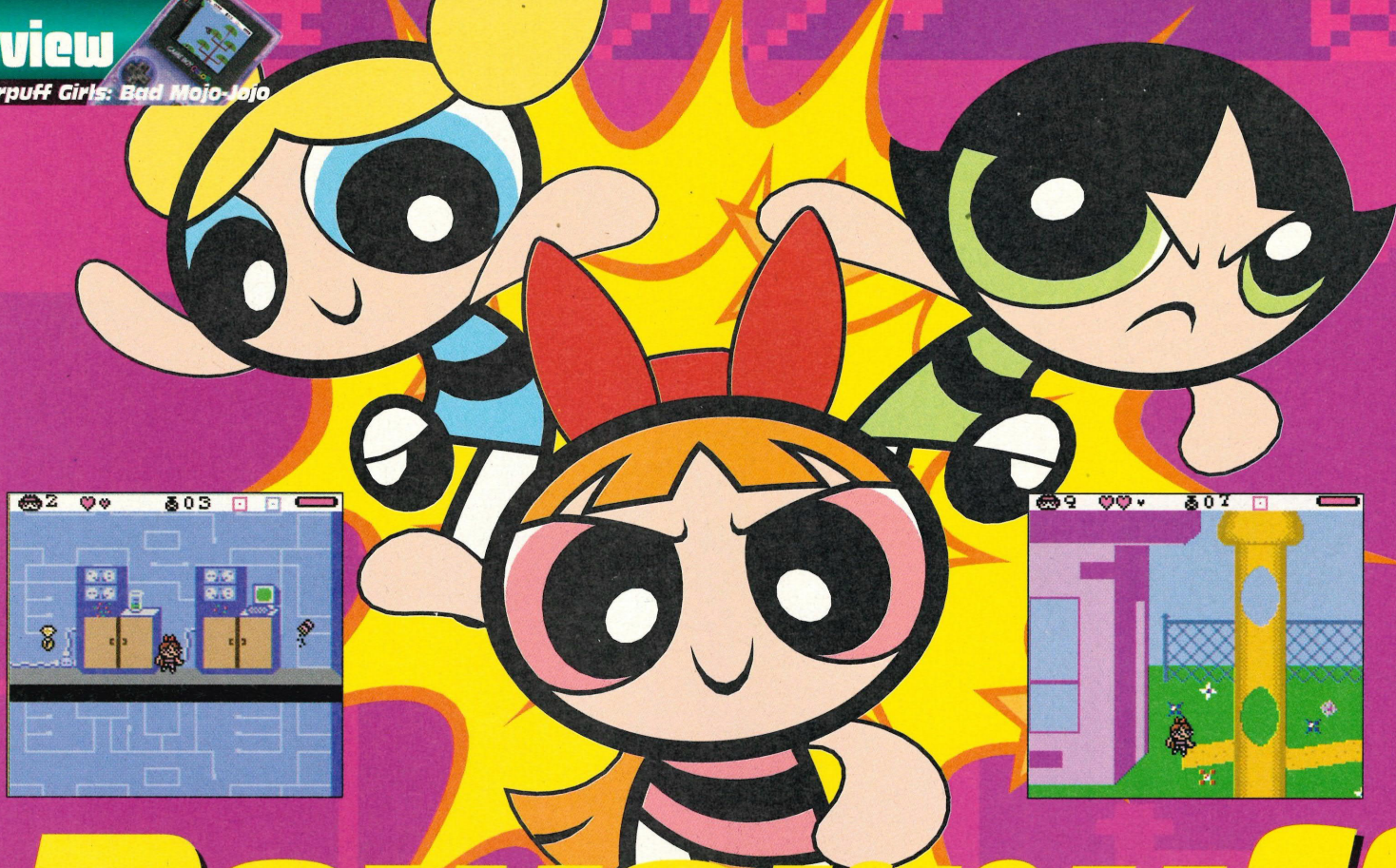
Playability ★★
Enjoyable when it gets frenetic, but it's just bone-chillingly dull really.

Lastability ★
You'll tire of this almost as soon as you've opened the packaging!

Final Rating

55

Looks good, but it's let down by being too frustrating to be any fun.



Powerpuff Bad Mojo-Jojo

They're currently kicking up a storm on TVs across the land, and now the Powerpuff Girls are headed to the Game Boy. It's time to save the world again...

Blooming Great



The indisputable leader of The Powerpuff Girls, Blossom is one girl you don't want to mess with. Red-haired and full of energy, she employs the legendary Ice Breath attack to freeze her foes. With brains and beauty on her side – as well as Bubbles and Buttercup – she really is truly unstoppable! Go girl!



↑ Okay, so the choice of game styles is a little bit limited, with just Quic! Okay, so the choice of game styles is a little bit limited, with just Quic!

Super-heroes come in all shapes and sizes, but anyone who's tuned in to Cartoon Network recently will have spotted a particularly unusual bunch of heroines out on the rampage. Going by the name of the Powerpuff Girls, these wide-eyed schoolgirls look deceptively cute, but when it comes to fighting crime and saving the world, they get round to kicking some serious ass!

Puffball Skirt

And – surprise, surprise – here they are on the Game Boy, in what will eventually be a series of three games, each starring a particular character. This first instalment, *Bad Mojo-Jojo*, gives you control of feisty leader Blossom, who must save the day by defeating the evil genius Mojo-Jojo. Of course, one scrap wouldn't make much of a game, so along the way little Blossom (and she really is tiny on-screen) has to take on a number of other baddies, collect



↑ "I believe I can fly, I believe I can touch the sky..." Blossom has an R-Kelly moment.

Once, Twice, Three Times A Lady

Not ones to do things by halves, The Powerpuff Girls have commandeered a grand total of three games for the Game Boy, each starring a particular member of the trio, and reflecting their unique personality! Following on from *Bad Mojo-Jojo*, the next episode, *Paint The Townsville Green*, will focus on tough tomboy Buttercup, hotly pursued by *The Powerpuff Girls Battle Him*, which will star the rather more angelic Bubbles. These aren't just separate games either, because when you complete a level in one game, you'll receive passwords that unlock secret levels in the other two episodes. Check out these screenshots for a sneak preview of the action to come...



assorted items, avoid various pitfalls and become skilled in the art of flight.

You see, like every super-hero worth their salt, Blossom can fly, and at least for a while, it's pretty good fun. However, the novelty does eventually wear thin, and after each bout of flight you'll have to hang about a few seconds whilst the poor little thing gets her energy back, which can be pretty frustrating – particularly if there's a nasty bad guy underneath you!

Is It A Bird?

Still, Blossom isn't alone in her plight, as the remaining two girls are waiting in the wings ready to come storming in for a Super Attack. There are also some rather useful passwords to uncover which help matters enormously, and coupled with hidden trading cards that can be exchanged via the infrared, there's certainly plenty going on.

Sadly though, it all gets just a tad repetitive. Run – fly – collect a few

items – attack evil dude – fly... there really isn't that much to it. Fans of the series – and there are tons of them believe us – will no doubt enjoy steering their little girlie sprite about the item-ridden levels, and the trading cards are definitely a big plus-point. Unfortunately more advanced gamers are probably already well aware that there are one or two more exciting ways to save the world.

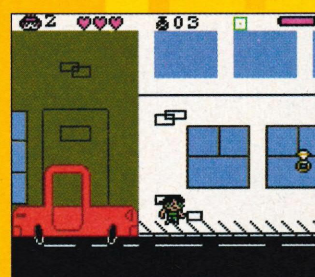
Karen



In my opinion...
Don't know who they are, but they're COOL!

You see, I'm lucky if I can even get a picture on my telly, so I'd never heard of The Powerpuff Girls. But this game, and the two which will follow, are a must-buy for anyone (of either sex) who wants to get the most out of their Game Boy. It's full of stuff!

Paul



total gameboy Verdict



Price	£24.99
From	Ubi Soft
Release	6 April
Genre	Platform
Players	1
Web	www.ubisoft.co.uk

Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

Girl Power

- If you've always wanted to fly, now's your chance!
- Cool trading cards to collect and exchange.

Soggy Flower

- It all gets a little bit boring after a while.
- Blossom is way too small, even for a schoolgirl!

Or you could try...

Rugrats In Paris

From THQ

Join the trouble-making toddlers as they explore a French theme park, playing numerous mini-games along the way.



Graphics

Nothing fancy – simplistic, cartoon-style levels and tiny wee characters.

Sound

Soon starts to grate... aagh, turn it down! Sheesh...

Playability

Easy to pick up, and flying is fun!

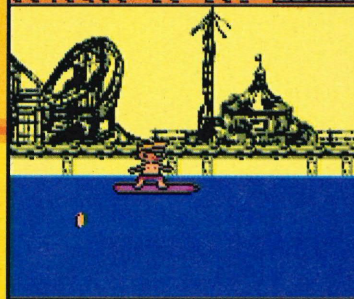
Lastability

There's plenty to it, but boredom could rear its ugly head.

Final Rating

78

"Only average platforming antics with the Cartoon Network's rising stars, but with nifty extras"



Rocket Power

Catchin' some air with the boys!

Meet Reggie, Otto, Sam and Twister – four friends who just can't get enough of extreme sports. Reggie's the champion snowboarder, Otto loves to rollerblade, Sam's the resident surfer and Twister could ride his BMX for England! And all four of them are ultra competitive too!

Air We Go!

Skating along the promenade, you have to choose which race to enter each time you come across some spinning gear – ie a skateboard, BMX, surfboard or a person (which indicates a rollerblading race). If you collect enough points along the way

(in the form of some highly original gold discs!) you get a password, which opens up more games. Lucky old you!

Roller Balls!

Sadly, this is a pretty poor game. The speed of your character is mind-numbingly slow, with the directional controls almost non-existent. The fact that the graphics aren't particularly awesome is just the final straw. Fans of extreme sports are gonna find *Rocket Power* dull, and frankly so will everyone else. Best left alone.

Ange



In my opinion...
Power to the people!

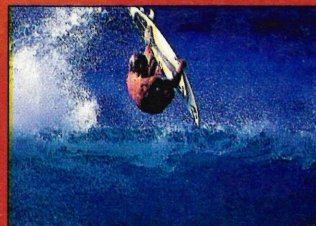
What game was Ange playing? I thought this was a great value bit of fun, quite frankly. Not many people this side of the Atlantic will have heard of the TV series admittedly, but nonetheless the *Rugrats*-type graphics, coupled with a number of different fun game styles, makes this title a really good buy! So there.

Jem



To Surf Or Not To Surf?

So exactly how close does *Rocket Power* get to being like the real thing? TOTAL GAME BOY's resident surf expert took a little look at the comparison. Check out the differences...



Catchin' the waves is no easy task. You have to be patient, skilled and steady on your feet. Watch the swell, paddle hard and steer your board dude! As opposed to...



...*Rocket Power*'s surfer, who jumps on top of a cardboard wave, rides the TOP of it and bounces over the end, with no paddling involved. Absolutely nowhere near!

"Fans of extreme sports are gonna find Rocket Power dull"

total gameboy Verdict



Price £24.99
From THQ
Release 6 April
Genre Sports
Players 1
Web www.thq.co.uk

Extras
X Link-up X Battery save
X Passwords X Infra-red
X Printer X Rumble Pak

Hang Ten

- There's a choice of four different sports.
- The characters are cute, and the games are certainly challenging.

Minus Ten

- Everything's just too hard – and not in a nice way either!
- Extreme sports should never, never be slow!

Or you could try...

Tony Hawk's Skateboarding
Activision

A much faster extreme sport sim, with cool graphics!



Graphics ★★★
Not blocky, but not really too impressive either!

Sound ★★
Slightly irritating, but at least it changes with each level.

Playability ★★
It's really slow, which actually makes it quite hard.

Lastability ★★★
If you're rubbish it'll take you ages!

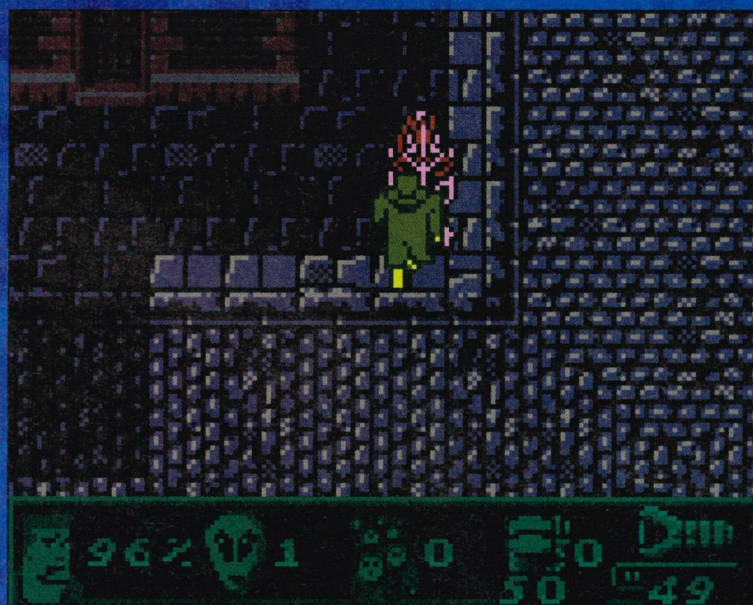
Final Rating

52

"We expect more excitement from an extreme sports game!"



Werewolves, banshees, monsters, aliens - they're all just legends, aren't they? Myths? The only myth, apparently, is that you're safe!



If you've never heard of *The Roswell Conspiracies*, you're going to sooner or later. It's quite surprising that parents nationwide aren't already tearing their follicles out trying to get the latest action figures! The show is a hotch-potch of old ideas – a bit of *Independence Day*, bit of *Buffy*, and a great big spoonful of *Ghostbusters*. But when you've got ingredients like that, you can't go far wrong. This game is similarly a mixture of many past games, but still makes for an original idea, and it's a long time since there was a brand new ghostbusting adventure on the Game Boy!

There's Something Strange...

To be honest, any game that starts with a level concerning werewolves in London gets our vote. The idea is that you, as hard-bitten Global Alliance detective Nick



Roswell: The Show

Deep within a mountain in Roswell, New Mexico, the Alliance works to perpetuate the public's perception of aliens, if any really are being concealed by the government, as being cute, fairly benign, doe-eyed little grey men. Nothing could be further from the truth. Vampires, werewolves, banshees and the others are the real aliens. They came to earth aeons ago, some by accident, some as refugees, others with more a malevolent purpose in mind. All have been the foundation for legends. And all are potentially dangerous.

The Alliance, under the command of General Rinaker, works to protect the human population of Earth from what it calls the Alien Menace. Its high-tech star team commandos capture and incarcerate aliens whenever possible, and its skilled detail team 'spin doctors' concoct carefully created cover stories to explain away the activity. This is where Nick Logan and Sh'Lainn Blaze come in. And it's the start of your game...

**total
gameboy
Verdict**



Price	£25.99
From	Ubi Soft
Release	Out Now
Genre	Adventure
Players	1
Web	www.roswell.com

- Extras**
- ✓ Link-up
 - ✓ Passwords
 - ✓ Printer
 - ✓ Battery save
 - ✓ Infra-red
 - ✓ Rumble Pak

thumbs up Ros-well thumbs up

- Nice looking levels and atmospheric effects.
- Different game styles throughout.

thumbs down Ros-unwell thumbs down

- Awkward password system and there's only ten levels.
- No extras at all.

Or you could try...

Ghostbusters 2
From Activision

It may be an oldie, but if you can get your hands on this old gem, you're in for some real ghost-grabbing action!

Graphics ★★★★★
Nick's got a square head, but the levels do look good.

Sound ★★★
It's basically fair-dos spooky sound, with some added in-game options.

Playability ★★★★★
Gets a little bit repetitive, but let's face it - ghost-busting's always great fun!

Lastability ★★
There isn't much to do once you've beaten that last boss.

Final Rating

80

Fun and interesting game idea - but too much skimping on extras



Use your special seventh sense to find out if this geezer is an alien!



Logan, must find your way around several different locales hunting down aliens, be they zombies, vampires, werewolves or banshees. In a *Bart Vs The Space Mutants* style, you must find normal people, and check to see whether they are all they seem. If they change, you must avoid their massive green projectiles (we dread to think what they are!) and blast them away. When their energy level is low enough, you can trap them and take them to HQ. The amount of monsters you need to catch changes from level to level, and there are extra challenges, like defusing alien bombs and finding crucial contacts. Your banshee partner Sh'lainn is always there once you've completed the task.

And It Don't Look Good!

There are also some great weapons to pick up along the way, which help in your mission, and even some wicked driving levels to meet your next mission (although these generally just require you

to face a certain direction and press A). There's a lot of good innovation and reinvention here, and the levels take you right through from London and Ireland to the Mediterranean and Roswell itself. Unfortunately, with only ten different levels, you're soon going to run out of missions to complete, and there are no extra secrets at all, which is a big shame, no matter how many difficulty levels you put on a game.

Jem

In my opinion... Spookily Dookily Doo...

I wasn't quite as keen as Jem on this game. The gameplay was too basic to hold my attention for long, and the graphics weren't worth shouting about. A bit more variety would have made the levels much more exciting. Fans of the genre will probably be happy though.

Ange

Lycanthropy: A Study By Prof Awoooo!

The scientific truth behind the woeful affliction of lycanthropy, or 'turning into a wolf and that, like, you know', as the ancient Welsh would have it, is negligible. We know that there are people out there, for instance, who have been bitten by wolves and then turned into them. How do we know this? We have seen it in films. And they wouldn't put something in a film unless it really happened, now would they?

Werewolves are by far the most well-known of lycanthropes. It is known of these rare beasts that they have been on the rampage since prehistoric towns, and gained popularity in the fourteenth century, when the Werewolf depicted here, Alf, was told off by town bailiffs for eating a widow without her permission in the suburbs of Old Bavaria.

Werewolves today, of course, are far more civilised, and can be found stalking around the London Underground or surfing on top of buses in Florida.

Less well known is the tragic plight of the wereparrots. My great Uncle Janet was a well-known sufferer in the last century, and would have been Prime Minister if it wasn't for his unfortunate habit of growing a beak, sprouting brightly coloured feathers and screaming 'Have a nut' very loudly in the middle of political debates. Unfortunately the only known cure for lycanthropy is a nice sit down.

Prof Awoooo is visiting professor of Visiting Places in the University Of Over The Hills And Far Away.





↓ Dunno about Phantoms and Emeralds. Those guys look more like giant bees and wasps to us!



↑ Everyone was so engrossed, they didn't notice the invasion of the Arabian army on the pitch...



Pocket Soccer

It's been a long time since Nintendo brought us a football game, but was it worth the wait? Take a looky see...

Far too many times we've seen boring football games on the Game Boy with players too small to really see properly and a ball that looks like a white cube floating around the pitch. Nintendo has produced a strange but compelling twist to the good ol' game, making the players larger and the pitch smaller... which certainly improves on recent soccer attempts.

Game On!

This game is all about five-a-side action, and with fewer players on the pitch, they can now be that little bit larger. There are

loads of different settings to play with and a range of typically unknown American teams to choose from. Unfortunately the game is a little bit like Subbuteo, in that your players simply kick the ball in a straight line and there're no little skills to fool your opponent.

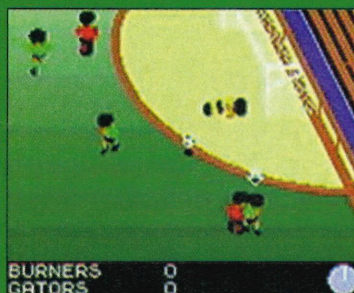
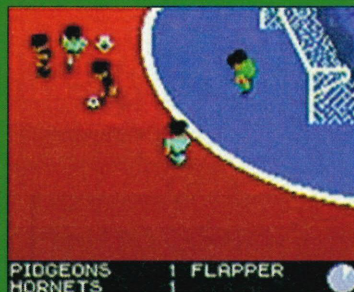
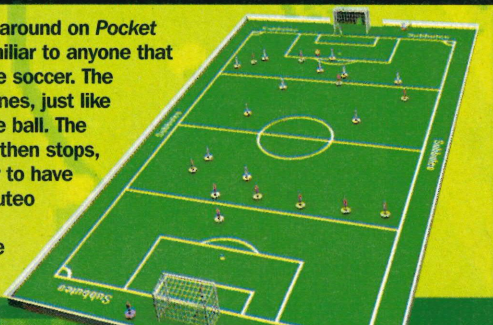
Although it's much easier to see what's going on, and a two-player link up game has been included, this title won't stay in your Game Boy very long, unfortunately. In fact it'll prob'ly end up gathering dust under your bed.

Russ



Subbuteo Table Soccer

The way the balls bounce around on *Pocket Soccer* will feel totally familiar to anyone that has played Subbuteo table soccer. The players move in straight lines, just like when you flick them at the ball. The ball bounces forward and then stops, waiting for the next player to have a kick. At least with Subbuteo you can score a dipping freekick - if you've got the skill in your flicking!

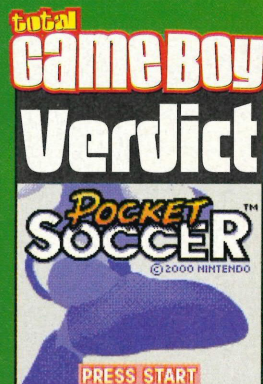


In my opinion...

Footie on the GBC, isn't it? Enduring image...

In oh so many ways, once you've seen one football game on the Game Boy, you've seen 'em all. But I really like this one. Right from the off, it's clearly just a bit of fun. Which is, of course, all footie is as well.

Jem



Price £24.99

From Nintendo

Release March

Genre Sports

Players 2

Web www.nintendo.com

Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✗ Printer
- ✗ Rumble Pak

Goals Galore

- You can actually see your own players!
- Small pitch means more action on your screen!

0-0 Draw

- It's too much like a game of ping-pong!
- All American teams who have no ball skills!

Or you could try...

UEFA 2000

From Infogrames

Side-scrolling football with 51 European teams to play with. Fantastic footballing fun!



Graphics

★★★★
Bright, bold and colourful with a proper ball. Yippee!

Sound

★★★★
Nice intro tune and it screams GOAL! when you score!

Playability

★★
The ball bounces around and moves in straight lines!

Lastability

★★
Don't expect to be playing through a second season!

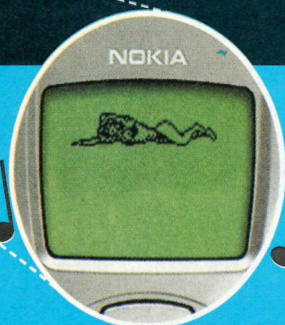
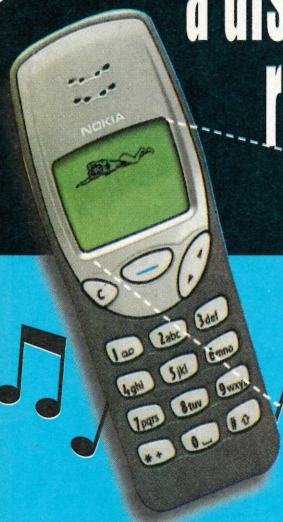
Final Rating

80

"Better than most Game Boy football games, but still missing that killer touch in front of goal (a bit like Andy Cole!)"

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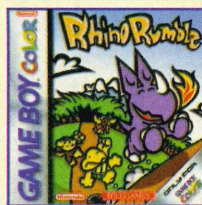
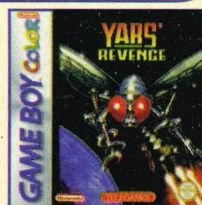
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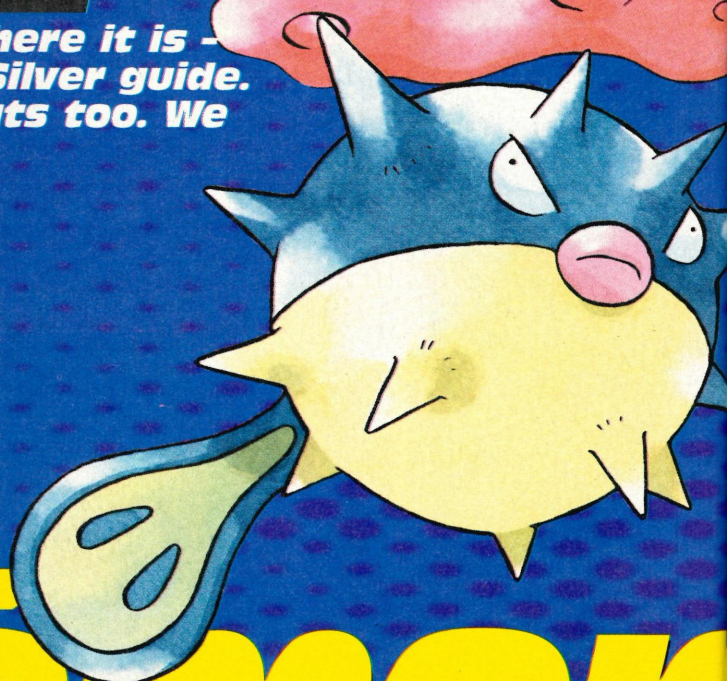
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Help!

You've waited patiently and now here it is - part two of our Pokémon Gold & Silver guide. Plus we've got tons of other cheats too. We spoil you guys!

TIPS CONTENTS

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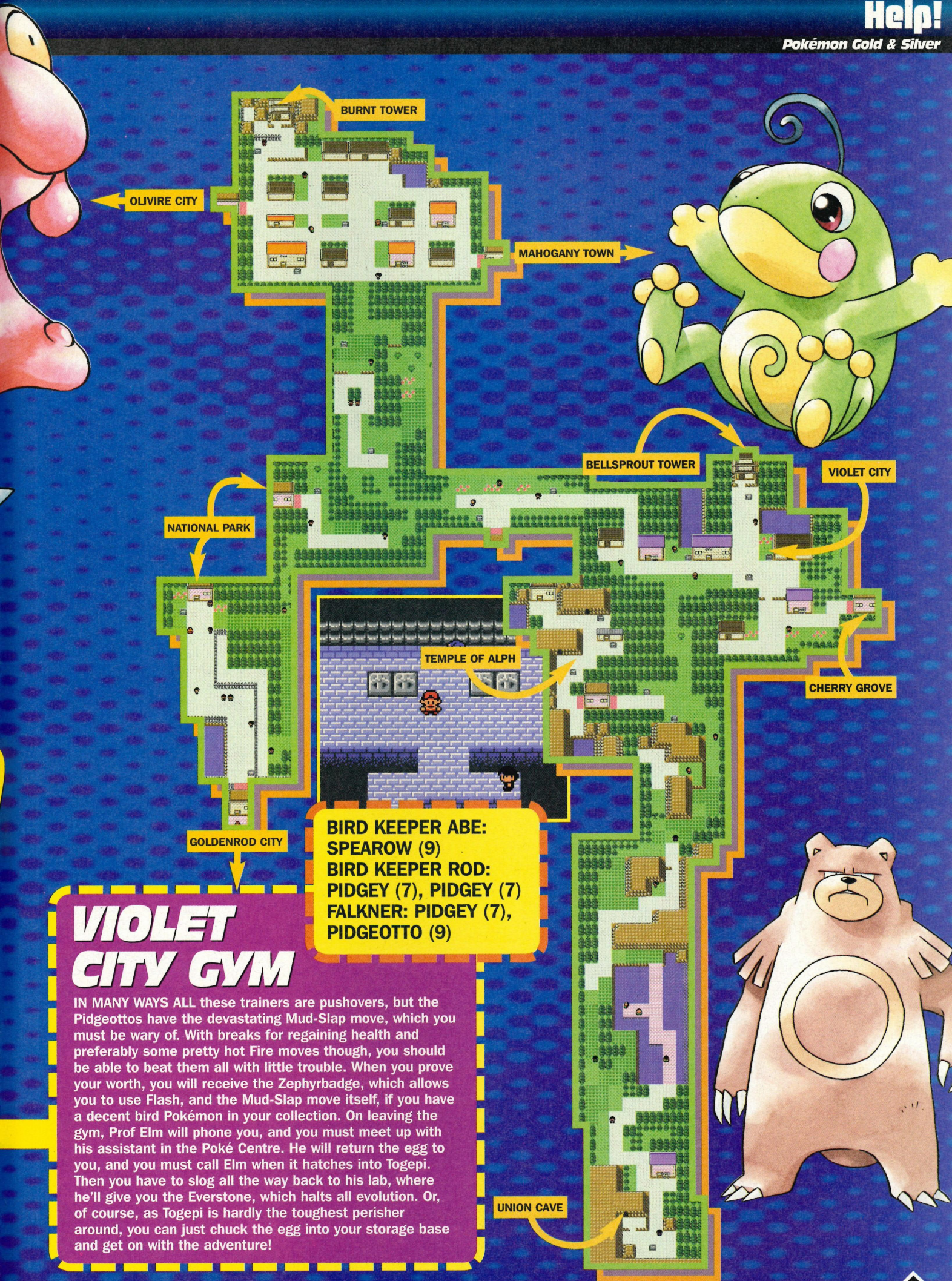
Pokémon Gold & Silver

Walkthrough
Part Two

Last issue we gave you a brief guide to the great new golden and silver-ish adventures, showing you where to start off from and what monsters you can expect to find in the early areas, from New Bark Town through to Cherry Grove. Now you'll have to keep heading north, building up the strength of your partner and whatever other monsters you've managed to catch by searching in the wild grass and fighting other trainers. Once you've got through all that, to the north west you'll find the entrance to Violet City, and your adventure really starts to heat up - the first gym awaits!

VIOLET CITY

IT'S REALLY NOT MUCH of a city, but it's a nice easy challenge for budding young trainers. The main reason for being here is to beat Falkner, the Gym Leader, and get the Flash HM. While you're checking out the Market and topping up your Pokémon's health, you could visit Kyle's house in the bottom right corner, where a Bellsprout will get you an Onix if you wish. Earl's academy is a stone's throw away, but experts need not bother him, as he will just warble on about battle strategies that you probably already know. If you're ready, now's the time for battle!



VIOLET CITY GYM

IN MANY WAYS ALL these trainers are pushovers, but the Pidgeottos have the devastating Mud-Slap move, which you must be wary of. With breaks for regaining health and preferably some pretty hot Fire moves though, you should be able to beat them all with little trouble. When you prove your worth, you will receive the Zephyrbadge, which allows you to use Flash, and the Mud-Slap move itself, if you have a decent bird Pokémon in your collection. On leaving the gym, Prof Elm will phone you, and you must meet up with his assistant in the Poké Centre. He will return the egg to you, and you must call Elm when it hatches into Togepi. Then you have to slog all the way back to his lab, where he'll give you the Everstone, which halts all evolution. Or, of course, as Togepi is hardly the toughest perisher around, you can just chuck the egg into your storage base and get on with the adventure!

BIRD KEEPER ABE:
SPEAROW (9)
BIRD KEEPER ROD:
PIDGEY (7), PIDGEY (7)
FALKNER: PIDGEY (7),
PIDGEOTTO (9)

BELLSPROUT TOWER

THE ZEPHYRBADGE ISN'T much use without the actual HM itself, and this lumbering trainer-infested tower is the place to find it.

It's in the northern end of the city, and isn't too much of a chore to go through, as all the Sage trainers have weak Bellsprouts or Hoothoots, easily defeated by Bird or Fire Pokémon. The highest level of Pokémon is ten, so if you're above that, no worries! There are some quite good pick-ups here as well, but the Flash HM is what you really need. On your way you'll be attacked by Rattatas, or Haunters in night-time. These are well worth catching!



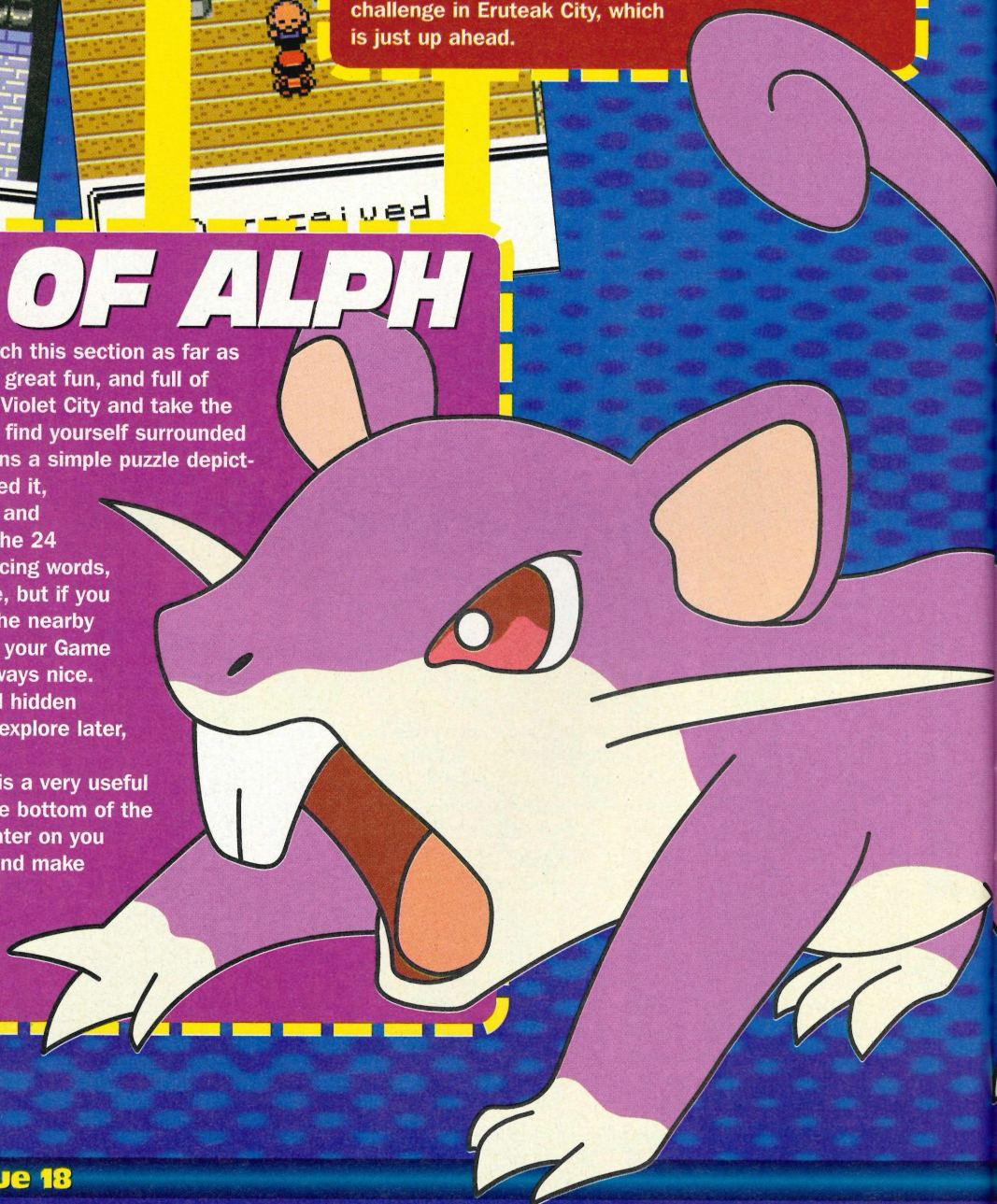
ROUTE 33

DEPENDING ON WHICH VERSION you're playing, you should be able to keep heading west now with nothing to stop you but energetic trainers and wild attacks. The west exit far across here leads you to the park, where you'll be able to join in the great Bug-catching competition, but it's another diversion that doesn't affect your overall adventure. You'd do best to head north instead, checking out the fruit-bearing trees along the way, and defeating every trainer in sight. You'll need to be in tip-top condition to face the challenge in Eruteak City, which is just up ahead.

RUINS OF ALPH

THERE'S NO NEED TO EVEN approach this section as far as completing the game goes, but it's great fun, and full of secrets for later. Head west out of Violet City and take the first southern exit you see. You will find yourself surrounded by caves, and the lower one contains a simple puzzle depicting a Kabuto. Once you've completed it, you will descend to the Alph tower, and have the chance to collect one of the 24 letter-shaped Unowns. Without mincing words, these are of very little use in battle, but if you collect them all and take them to the nearby lab, you will get the Unown font for your Game Boy printer and emails, which is always nice. There are a lot of other puzzles and hidden secrets about here, which you can explore later, when you have Surf and Strength.

For future notice, and this really is a very useful point, Union Cave is here too, at the bottom of the southern route out of Violet City. Later on you will be able to catch Lapras here, and make your way on to Azalea Town, but for now it's best to just exit back to Violet City and power-up before heading west again.



ERUTEAK CITY

CHECK OUT THE POKÉ CENTRE in this village-sized city to meet up with Bill, the guy from the first adventure. He will tell you that the Time Capsule is fixed, allowing you to eventually trade Pokémon from Red, Blue and Yellow! Which is nice. For now though, there's nothing to do here apart from pick up the Item Finder from the nice chap in the house next to the Poké Centre (it beeps when there are good pick-ups in the area), and start battling again. Before you defeat the Gym Leader here, you will need the HM03, which you get by visiting the dance studio behind the gym. In here the five elegant Kimono dancers will fight you with their different evolutions of Eevee. These, as you should know by now, can be a bit of a challenge, but you can always recharge between battles, and build up your Pokémon EXP!

Sage Ping: Gastly (16), Gastly (16), Gastly (16), Gastly (16), Gastly (16)

Medium Grace: Haunter (20), Haunter (20)

Sage Jeffrey: Haunter (22)

Medium Martha: Gastly (18), Gastly (20), Haunter (20)

Leader Morty: Gastly (21), Haunter (21), Gengar (25), Haunter (23)

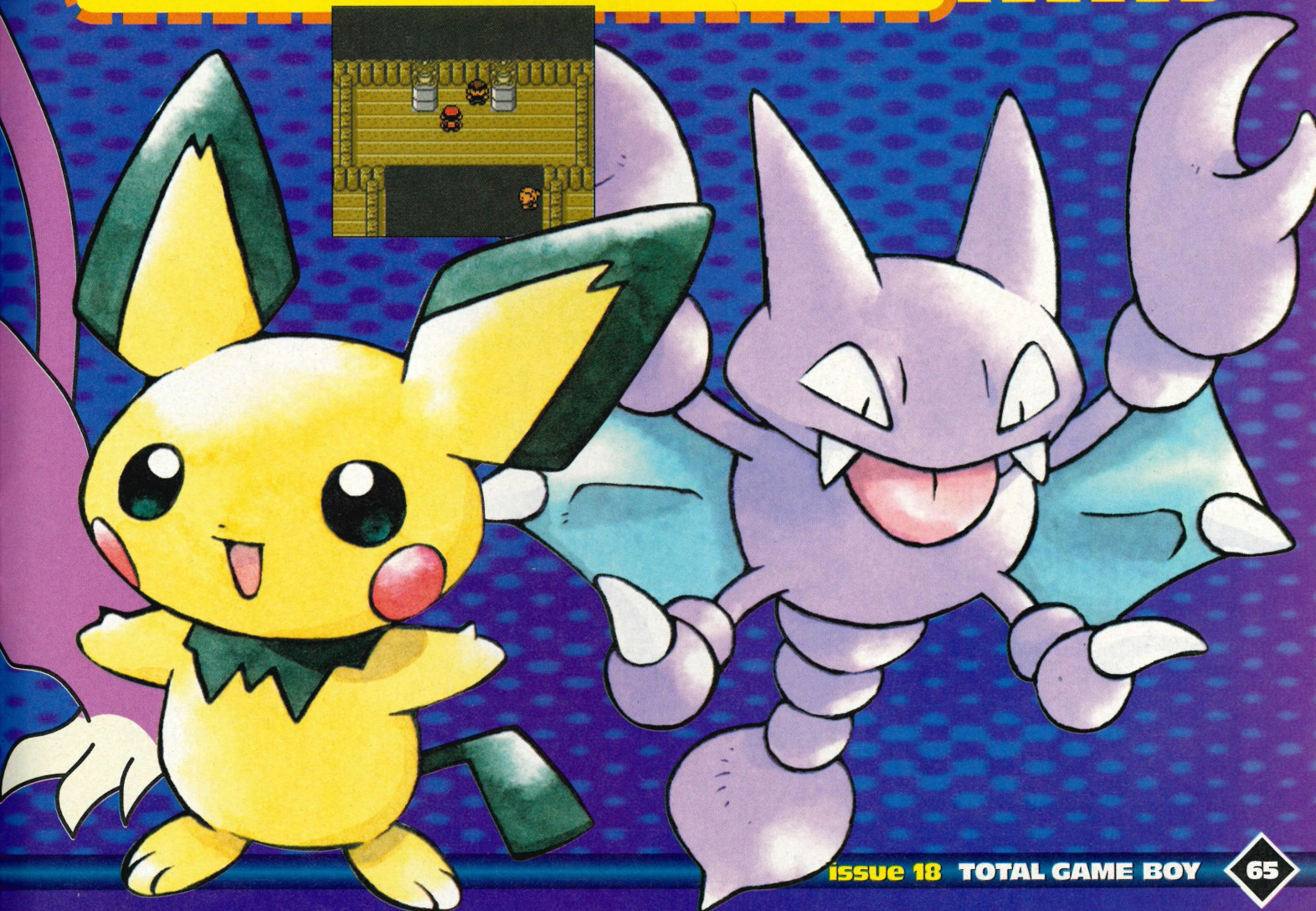
ERUTEAK CITY GYM

MORTY, THE LEADER OF this gym, and all his followers, boast a terrifying array of Ghost Pokémon. To win through in here you're going to need not only some Poison Cure and Awakening items to carry on, but also Pokémon capable of using Psychic and Ground Attacks. But first you have to reach Morty! The invisible floor



here means that it's impossible to avoid the preliminary battles. You have to walk right in front of each trainer, tread an invisible path ahead until you are almost level with the trainer further up, and then walk towards them. Once you've defeated everyone in the room (and your monsters had better be pretty hot by now), Morty will reward you with the Fog Badge, allowing all your mon-

sters up to L50 to obey you, and, best of all, it means you can use your HM: Surf! Now you can start to really explore. You also get the move Shadow Ball.



BURNED TOWER

IN THE NORTHWEST PART OF TOWN is this ancient tower, which is a most rewarding place to visit when you have the ability of Strength and Stone Shattering. But for now, there are plenty of opportunities for gaining experience, and lots of power-ups to collect. As you enter, your nasty old rival pops up again, so hopefully you'll have healed your Pokémon after the encounter with Morty. Compared to him, your rival's still a rookie, so don't sweat it. Explore as much of the tower as you can be bothered, but it's not crucial to your adventure. There's a Magmar hiding in here somewhere, and dropping through the central hole will unleash the legendary Pokémon Raikou, Suicune and Entei – all very tasty additions to your collection!



Hey! It's
HT APRICOR

But... Is it a
POKÉMON EGG?

WHAT NOW?

NOW YOU'RE ABLE TO cross the water, the whole world of Johto is your oyster! You can retrace your steps to Union Cave, and go on to Azalea town, take the eastern route to Mahogany Town or carry on in a westerly direction until you arrive at Olivine City, stopping off at Miltank farm on the way (the cow will need loads of berries to get better!). Best of all, you can head south, return to the Park, and south again, to face the bright lights of the biggest city in Pokémon History: Goldenrod City. If you thought your journey was hazardous, you ain't seen nothing yet!

GOLDENROD CITY

THIS IS BY FAR THE BIGGEST PLACE in any Pokémon game so far, but don't let it all go to your head, because there's loads to do here! Apart from the Poké Centre, there's the massive Poké Mart, where you can buy crucial lemonade and swap a Drowzee for a Machop. But the coolest place to head for first is the underground tunnel, accessible from a hut below the Poké Centre. There are a lot of nasty trainers down here, but that means plenty of chances to gain experience. Further up you'll find the Pokémon Salon, which makes your Pokémon happier (which will be very useful later on!), except on Mondays, when it's replaced by the Bargains Shop, where you can buy things and sell them on later for profit. The Herb Shop sells items to heal and revive Pokémon, but they can also make your little charges unhappy. There's also the Coin Case here, which is crucial for playing in the Game Corner. When you get to the Game Corner, there are the familiar slot machines, but also the Card Flip game, where the odds are more in your favour. You'll be quids in! You can also win many useful TMs and a Dratini in here. But remember what your Mum told you about gambling sonny!

Beauty Victoria: Sentret (9), Sentret (13), Sentret (17)
 Beauty Samantha: Meowth (16), Meowth (16)
 Lass Carrie: Snubbull (18)
 Lass Bridget: Jigglypuff (15), Jigglypuff (15), Jigglypuff (15)
 Leader Whitney: Clefairy (18), Miltank (20)

GOLDENROD GYM

RIGHT AT THE BOTTOM OF THE CITY is Whitney's Gym, which is, of course, what you're really here for. Who says girl power is dead? All the Pokémon are normal type, which means any really powerful Pokémon should win through for you, but Whitney's Miltank can seriously causes problems, especially with the Attract move, which stops you using your own moves! You'll probably have to keep coming back until you finally defeat Whitney, but it's all worth it, cos once she's got over her failure, she'll give you the Attract TM and, best of all, the Plain Badge, allowing you to use Strength, and speeding up all your Pokémon's moves.

Next Issue

We'll take you through the rest of the dangers and wonders of Goldenrod City, and beyond!

Help!

SCOOPY-DOO!

Classic Creep Capers

Walkthrough

Unfortunately, this otherwise perfectly created groovy adventure isn't exactly massive, so here's the complete guide to Scooby's first foray into the Game Boy world, from start to finish.

Prologue

Zoinks! There's a creepy ghoul stealing priceless jewels from museums, and Scooby-Doo and the gang are out to find him. But their Mystery Machine has run out of gas, right in front of the old Jekyll labs! There's no option but to seek shelter... and the truth! With just one mention of 'g-g-ghosts' though, Shaggy and Scoob decide to stay outside.

Freddie and Velma have a little chat with Dr Jekyll himself, who tells them that his labs are running desperately low on cash, and perhaps the ghost could be himself! Not the cleverest thing to say to investigators, but there you go. On with the adventure.

Scooby and Shaggy are out in the cold, so switch to Velma first – she's the smartest of the bunch.



Velma

Look out of the window at the mysterious Tesla coil before heading out of the parlour, and right out of the front door. Take a look at the first symbol before going back in the warm. Check out the symbol outside the library door and pop in. The skull looks interesting, but it's of no use, so flick through the poetry book to

learn more about the symbols.

There's nothing else to do here yet, so exit and head left. You can get the three-legged stool from the dining room before going to the kitchen. Snoop around a bit and you'll find another symbol on the fridge, and a sausage inside. Only Shaggy and Scoob are hungry enough to pick it up, though, so it's time for Fred to take over.



Fred

Only Velma understands the symbols, so the main thing to do is wait for the clock to strike, and there's the g-g-ghost! Jinkies! Follow him to the bathroom, where you'll find a red towel behind the shower curtain. The toilet doubles as a transporter, and – oh no! Daphne's in the way. So now she's been kidnapped by the Evil Scientist, and it's up to you to save her!



That's weird... There's a Tesla coil in the back yard!



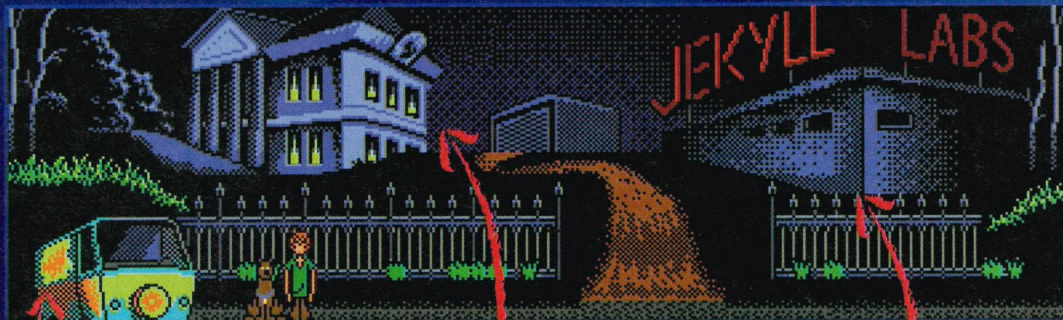
Chapter One "IT'S A MYSTERY!"

☿ ☼ ☽ ☾ ☿ ☼ ☽ ☾ ☿ ☼ ☽ ☾



Velma

Fred's still shaken up, so it's time for Velma to head upstairs. Check out all the symbols Fred and Daphne couldn't understand – three on the landing and one in the bathroom – before heading back down, and out of the front door. Head over to the lab door, where you now have all the symbols you need to crack the doorcode! Fred will rush in while you return to the book, and that's it!



Out of Lab

Mansion

Lab

Chapter Two "BOO'S CLUES!"

☿ ☼ ☽ ☾ ☿ ☼ ☽ ☾ ☿ ☼ ☽ ☾



Shaggy And Scooby

Zoinks! There's an evil robot that looks just like Shaggy, and he's imprisoned brave but blonde Fred! At least now you and your doggy pal can enter the mansion and, as usual, head straight for the kitchen for some Scooby Snacks! Unfortunately there are, like, none

there. Still, you can pick up the sausage and the cow extract from the cupboard then exit. Scooby should be on the trail of something now, so head upstairs and check out the little boy's room to the far left. At first he thinks you're a robot guard, but he'll learn. Walk towards him and you'll plunge down a trapdoor to the cellar (it must be awkward getting out of bed!). Your way forward, of course, is blocked by a load of cheese that you can't get at. Simply switch on the robot and watch it crash into the wall. Now pick up the shards of glass, cut into the cheese and eat your way to freedom! There's a roll of tape behind it, which you use to mend the fusebox to the far right of this

section. It's best to turn the power off at the breaker first though. It ruins the kid's game, but never mind. Turn the juice back on and pull the levers before heading back up through the trapdoor to the ballroom. Now it's back to the library, where poor Velma can't find her glasses. She won't miss them for a while, and they'll be good for your robot disguise. You can't pick them up yet, though.

Return to the mysterious book and pull it. The whole room will start spinning, and there's a secret room outside! Get the key from the trunk and the lab coat from the sack before spinning the library back, and running upstairs to the far right bedroom, where Helga is cleaning.

There's no exploring here until you've got rid of her, so it's back to the kid's room, and down to the cellar. The kid will give you an odd clue, which will come in handy later. Now pick up the soap and get those suds flowing in the washing machine, before legging it back to Helga and telling her. She'll rush off, leaving you to unlock the box beneath the pillow, get the false moustache and note, and leave. Despite the fact that you've got the coat and moustache, you can't get the glasses until you've bumped into the robots, so you need to visit the labs, and then return to the library and nick the glasses. Now, like, don your costume and enter Jekyll's lab. Zoinks!

Powerpuff Girls Bad Mojo-Jojo

For the desired effect in this superb cutesy adventure, just enter in the following as your password...

Buttercup's Fury
CHEMICALX

Bubbles Graphics
BOOGIEMAN

Unlimited Super Attack
GIRLPOWER

Power-up
EBWORLD

Suburban Home Trading Card
TOWNSVILLE

Roach Coach Trading Card
ROACHCOACH

Sedusa Trading Card
SEDUSA



Passwords





Chapter Three "CHEMO-SABOTAGE!"



Shaggy And Scooby

Daphne's being held prisoner by the Mad Scientist, Fred's imprisoned and Velma's lost her glasses. So how do you save the day? Why, by freezing a

sausage, of course! Head over to the first room in the last quarter of the labs and test the freezing machine with the flower, before banging in the banger. Now you can use it as a leg for the stool, and set to work on the lights. You'll have to undo all the lights and smash the first three before getting hold of a bulb. The sausage thaws every second use as well, so you'll have to come back and freeze it three or four times. Eventually, however, you'll have a light powered by the Tesla coil, and if you get through the secret door in the numbered area, you'll notice the Tesla coil doesn't

stretch that far. This is where the kid's clue comes in. Go through a door, and the next one you enter will be the one to use to reach the secret area. Ignore the potion and lamp here, and check out the busted bulb. Now it's time to go back to the first lab and get rid of that pesky robot! Idiotically, you have to go and have a pointless chinwag with Velma before you can strip off and get the robot to chase you, so it's a long slog back and forth to the house. When you return, stand next to the robot and rip off your disguise. Zoinks! He will chase you to the numbered doors, so remember the second

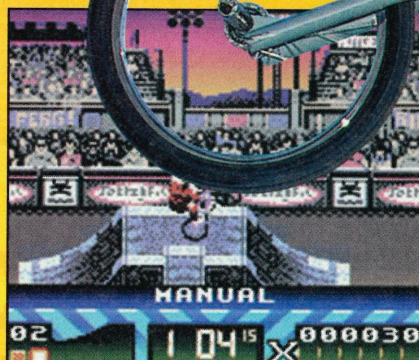
number, before returning to the main lab and getting that key! Then it's back to the house once again. You will have access to the bedroom left of the ballroom, where you can get the labeller, and the study next to the kitchen. In here you'll find a pen that allows you to write a fake recipe for 'Skin Absolver' on the note. Back to the lab! Give the nasty fool the fake recipe before changing the cow extract to 'DNA Extract' with your dodgy labeller. He'll have a gobful of it, and go off mooing happily. Daphne's out of danger, but she and Fred are still imprisoned! Like, oh no!

Road Champs BXS Stunt Biking

Cheat
Codes

This is now the second best BMX title available for the Game Boy Color. To get the most out of it, though, you must unlock the Training mode, Career mode and

the Tournament mode. Simply enter **QGF7** at the password screen, and they will all be available to you. Which is nice.



Chapter Four "JAILBREAK!"

8458≈3



Shaggy And Scooby

This chapter is simple. Just mooch over to the house and drop down into the cellar, where you can use the grinder to cut Scooby's claw into a key! Then it's all the way back to Jekyll's labs, where you can finally set Fred free!



Fred

Without a word of thanks, Fred has to march over to the house as fast as he can, as he is the only one of the team strong enough to pull the key out of the grinder. As usual, drop through from the kid's room and get the key before returning to the labs. Free Daphne and it's time for a team meeting – and the plan!

Chapter Five "THE PLAN!"

8≈0488



Velma

Despite the fact that he's been crying in a cell for hours, Fred takes charge as usual, and it's left to the rest of the gang to get to work while he 'waits outside'. Velma's finished standing still now, so take a walk over to the penultimate lab and get the net from the locker. Take it over to Fred, and Velma's done.



Daphne

Daphne's obviously still traumatised about her hair, so all she has to do is pop into the ballroom and grab the rope, before bizarrely turning into Velma to give it to Fred! But there's still something slippery to get!

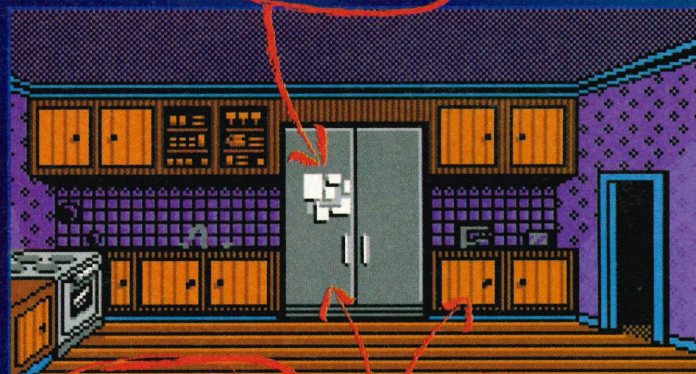


Shaggy And Scooby

Like, here we go again. Up into the kid's room, through the trapdoor, across to the washing machine. Fill the machine with suds, scoop them up with the red towel, and take it to Freddie. Everything's in place.



Final Symbol?



Get Your Sausage Here!

Cow Extract



It worked!



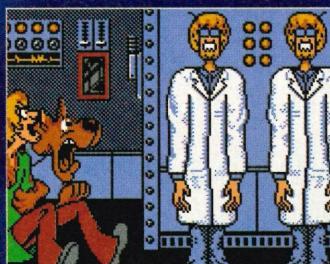
Where did the ghost go?



Shaggy Can Activate This Switch!

Exit

Useless!



Look at this mess! I will find the perpetrator and eat him!



Electrical Tape

Robot Clue

Chute

Exit To Ballroom

The Key Is Stuck Here



Robot

Eat Your Way Free

Suds

Power

Throw The Switch!

Chapter Six "FINALE!"



Velma

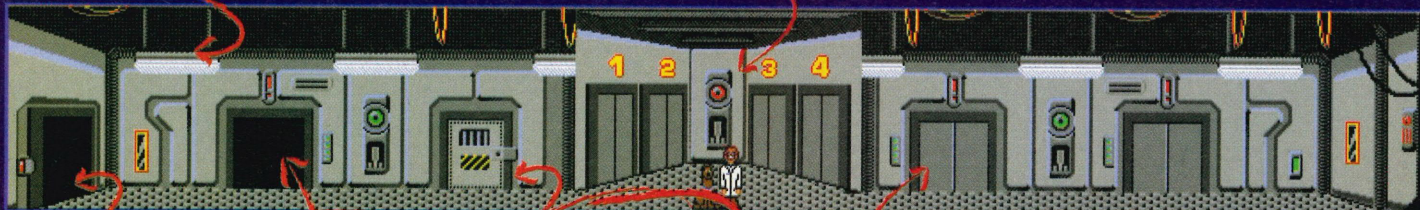
It's all over bar the formalities. Set the clock right to make the ghost appear (jinkies!) and he'll chase Scooby and Shaggy up the stairs. Bung the red towel in the opened chute, and Fred will cut the lights. The g-g-ghost will slip on the suds allowing Daphne to pull on the

rope and finally get the thief trussed up like a turkey. Like, zoinks! Fred thinks the ghost is Helga, but who do you think it really is? Way to blow the ending, dudes! Shag knows where he can find some gas, especially after eating all that cheese, so it's back in the mystery machine for another groovy mystery! That cost you twenty-five quid.



Unscrew For Bulb

Use Kid's Codes

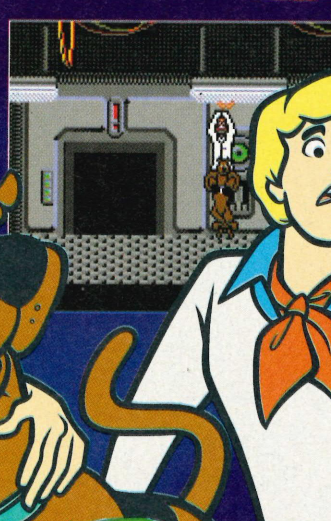


Exit

Daphne's Imprisoned Here!

Fred's Locked In Here!

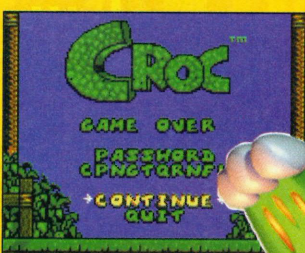
Freeze Your Sausage!



CROC

Cheat Codes

If trudging through this crazy reptilian adventure in a linear manner is doing your head in, enter **PQHBFHDJB** at the Password screen for a Level Select. Or, even better, try **CPNGTQRNFL** to unlock everything in the game, and skip right to the end!



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Know Your

The complete listings of Total Game Boy Reviews

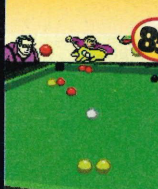
Here we have the complete list of all the games ever reviewed by TOTAL GAME BOY! Next time you go shopping, make sure you've got this guide handy, and you'll be sure to only buy the best!

102 Dalmatians: Puppies To Rescue



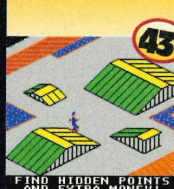
Genre	Platform
Publisher	Activision
Issue	15

3D Pocket Pool



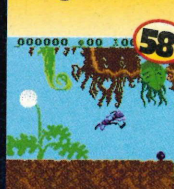
Genre	Sports
Publisher	Virgin
Issue	17

720°



Genre	Arcade
Publisher	Nintendo
Issue	03

A Bug's Life



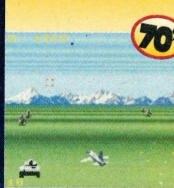
Genre	Platform
Publisher	THQ
Issue	02

Action Man



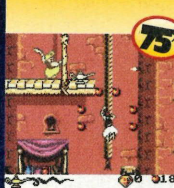
Genre	Platform
Publisher	THQ
Issue	16

Airforce Delta



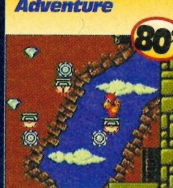
Genre	Flight Sim
Publisher	Konami
Issue	14

Aladdin



Genre	Platform
Publisher	Disney
Issue	13

Alfred's Adventure



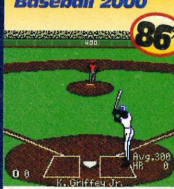
Genre	Platform
Publisher	SCI
Issue	11

Aliens: Thanatos



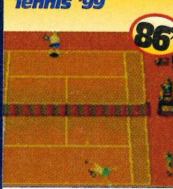
Genre	Adventure
Publisher	THQ
Issue	17

All Star Baseball 2000



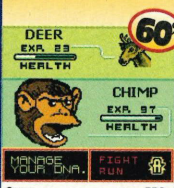
Genre	Sports
Publisher	Acclaim
Issue	04

All Star Tennis '99



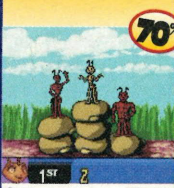
Genre	Sports
Publisher	Ubi Soft
Issue	05

Animorphs



Genre	RPG
Publisher	Ubi Soft
Issue	14

Antz Racing



Genre	Racing
Publisher	EA
Issue	16

Antz



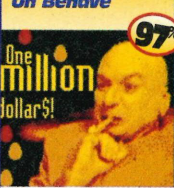
Genre	Platform
Publisher	Infogrames
Issue	05

Asterix: Search for Dogmatix



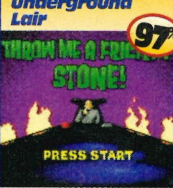
Genre	Platform
Publisher	Infogrames
Issue	10

Austin Powers: Oh Behave



Genre	PC Sim
Publisher	Rockstar
Issue	12

Austin Powers: Underground Lair



Genre	PC Sim
Publisher	Rockstar
Issue	12

TOTAL GAMES.net

Top Tens

Throughout Know Your Games you'll find these Top Tens. They are updated daily on TOTAL GAME BOY's Web site TotalGames.net and printed each issue here to show you what's hot!

Top Ten: All Genres

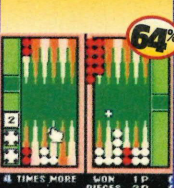
Position	Game Name	Publisher	Rating
1	Perfect Dark	Nintendo	98%
2	Austin Powers: Oh Behave	Rockstar	97%
3	Austin Powers: My Underground Lair	Rockstar	97%
4	Thunderbirds	SCI	96%
5	Bubble Bobble Classic	Taito	96%
6	Mario Tennis	Nintendo	95%
7	Pokémon Yellow	Nintendo	95%
8	Pokémon Gold & Silver	Nintendo	95%
9	Croc 2	THQ	95%
10	Disney's Dinosaur	Ubi Soft	93%

Babe And Friends



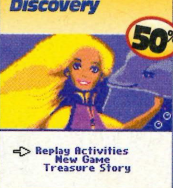
Genre	Puzzle
Publisher	Crave
Issue	03

Backgammon



Genre	Puzzle
Publisher	JVC
Issue	12

Barbie: Ocean Discovery




Genre	Adventure
Publisher	Mattel
Issue	07

Games

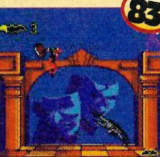
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Batman Of The Future **65%**



Genre: Beat-'em-up
Publisher: Ubi Soft
Issue: 14

Batman: Chaos in Gotham City **83%**



Genre: Platform
Publisher: Ubi Soft
Issue: 14

Battleships **78%**




Genre: Strategy
Publisher: Take 2
Issue: 05

Beauty And The Beast **68%**




Genre: Board game
Publisher: Disney
Issue: 06

Black Bass Lure Fishing **78%**




Genre: Sports
Publisher: Majesco
Issue: 14

Blade **67%**



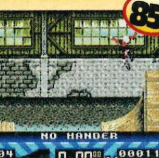
Genre: Action
Publisher: Activision
Issue: 15

Bob The Builder **68%**




Genre: Puzzle
Publisher: BBC Int
Issue: 14

BSX Road Champs **85%**



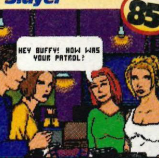
Genre: Sports
Publisher: Activision
Issue: 16

Bubble Bobble Classic **96%**



Genre: Platform
Publisher: Taito
Issue: 08

Buffy The Vampire Slayer **85%**



Genre: Platform
Publisher: THQ
Issue: 12

Bugs Bunny: Crazy Castle 4 **47%**



Genre: Puzzle
Publisher: Kemco
Issue: 09

Bust-A-Move 4 **95%**



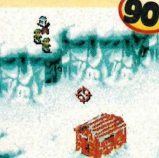
Genre: Puzzle
Publisher: Acclaim
Issue: 04

Buzz Lightyear Of Star Command **66%**



Genre: Shoot-'em-up
Publisher: Activision
Issue: 15

Cannon Fodder **90%**



Genre: Shoot-'em-up
Publisher: Codemasters
Issue: 15

Carmageddon **36%**




Genre: Racing
Publisher: SCI
Issue: 03

Castlevania Legends **84%**



Genre: Platform
Publisher: Konami
Issue: 01

Caterpillar Construction Zone **85%**



Genre: Simulation
Publisher: Mattel
Issue: 12

Catwoman **68%**




Genre: Platform
Publisher: Kemco
Issue: 10

Catz/Dogz **58%**




Genre: Virtual Pet
Publisher: Mattel
Issue: 09

Centipede **74%**



Genre: Shoot-'em-up
Publisher: Take 2
Issue: 02

Chase HQ: Secret Police **85%**




Genre: Action
Publisher: Metro 3D
Issue: 05

Chessmaster **79%**




Genre: Board
Publisher: Mindscape
Issue: 04

Chicken Run **93%**



Genre: Adventure
Publisher: THQ
Issue: 14

Conker's Pocket Tales **92%**




Genre: Adventure
Publisher: Nintendo
Issue: 03

Cool Bricks **86%**



Genre: Puzzle
Publisher: SCI
Issue: 11

Cool Hand **85%**




Genre: Card Game
Publisher: Take 2
Issue: 02

Croc **91%**




Genre: Platform
Publisher: THQ
Issue: 10

Croc 2 **95%**




Genre: Adventure
Publisher: THQ
Issue: 12

Cyber Tiger **91%**



Genre: Sports
Publisher: EA Sports
Issue: 13

Daffy Duck: Fowl Play **88%**




Genre: Platform
Publisher: Sunsoft
Issue: 09

Daikatana **92%**




Genre: Platform
Publisher: Activision
Issue: 15

Déjà Vu 1 and 2 **90%**



Genre: Adventure
Publisher: Kemco
Issue: 08

Dinosaur **93%**




Genre: Adventure
Publisher: Ubi Soft
Issue: 12

Dinosaur'us **73%**




Genre: Platform
Publisher: EA
Issue: 15

Disney's Magical Racing Tour **79%**

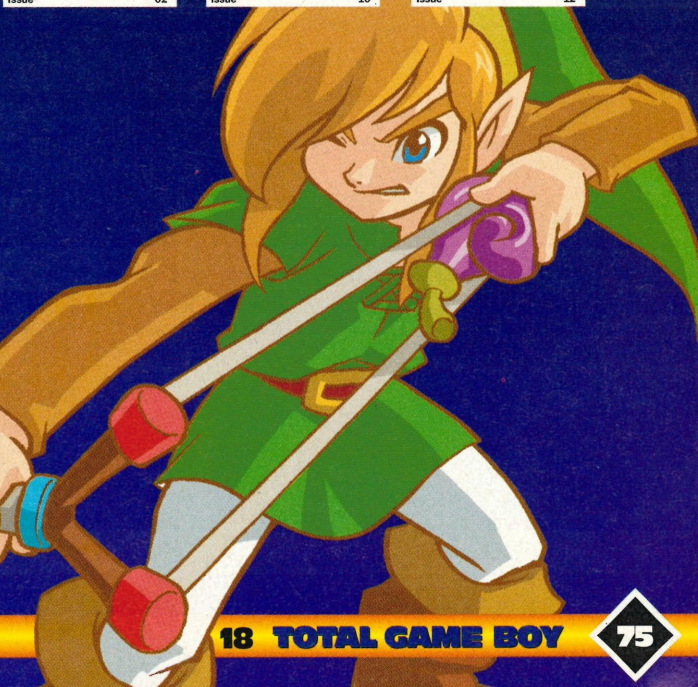


Genre: Racing
Publisher: Activision
Issue: 15

Donald Duck: Quack Attack **84%**



Genre: Platform
Publisher: Ubi Soft
Issue: 14



Know Your

Top Ten Shoot-'em-ups

Position	Game Name	Publisher	Rating
1	Perfect Dark	Nintendo	98%
2	Thunderbirds	Sci	96%
3	SWIV	Sci	85%
4	Action Man: Search For Base X	THQ	78%
5	Aliens Thanatos Encounter	THQ	78%
6	Airforce Delta	Konami	70%
7	Godzilla: Monster Wars	Ubi Soft	66%
8	Konami Collection No.4	Konami	55%
9	Men In Black 2: The Series	Crave Ent	42%
10	F18 Thunderstrike	Take 2	28%



Donkey Kong Country **90%**

Genre Platform
Publisher Nintendo
Issue 14

Donkey Kong Land **86%**

Genre Platform
Publisher Nintendo
Issue 01

Doug's Big Game **90%**

Genre RPG
Publisher Ubi Soft
Issue 16

Dragon Tales: Dragon Wings **69%**

Genre Children
Publisher Ubi Soft
Issue 16

Dragon Warrior Monsters **92%**

Genre RPG
Publisher Eidos
Issue 07

Driver **92%**

Genre Driving
Publisher Infogrames
Issue 10

Dropzone **82%**

Genre Shoot-'em-up
Publisher Acclaim
Issue 03

Duke Nukem **90%**

Genre Platform
Publisher GT Interactive
Issue 03

Dukes of Hazzard 2 **82%**

Genre Racing
Publisher Ubi Soft
Issue 16

Earthworm Jim: Menace To The Galaxy **80%**

Genre Platform
Publisher Crave
Issue 6

Elmo 123 **70%**

Genre Edutainment
Publisher Ubi Soft
Issue 15

Elmo ABC **45%**

Genre Edutainment
Publisher Ubi Soft
Issue 15

Elmo In Grouchland **69%**

Genre Platform
Publisher Ubi Soft
Issue 15

Emperor's New Groove **82%**

Genre Platform
Publisher Ubi Soft
Issue 16

Evil Knievel **75%**

Genre Action
Publisher Take 2
Issue 06

Extreme Sports Berenstein Bears **80%**

Genre Sports
Publisher TDK Interactive
Issue 17

F1 Championship 2000 **74%**

Genre Racing
Publisher EA Sports
Issue 13

F1 World Grand Prix **74%**

Genre Racing
Publisher Video System
Issue 4

F1 Thunderstrike **28%**

Genre Flight Sim
Publisher Take 2
Issue 11

FIFA 2000 **73%**

Genre Sports
Publisher EA Sports
Issue 07

Final Fantasy Adventure **85%**

Genre RPG
Publisher Sunsoft
Issue 01

Final Fantasy Legend II **86%**

Genre RPG
Publisher Sunsoft
Issue 01

Final Fantasy Legend III **92%**

Genre RPG
Publisher Sunsoft
Issue 01

Final Fantasy Legend **78%**

Genre RPG
Publisher Sunsoft
Issue 01

Flintstones: Burgentine In Bedrock **53%**

Genre Puzzle
Publisher Virgin
Issue 12

Flipper & Lopaka **80%**

Genre Platform
Publisher Ubi Soft
Issue 16

Frogger **80%**

Genre Arcade
Publisher Take 2
Issue 02

Frogger 2 **80%**

Genre Puzzle
Publisher Hesbo
Issue 13

Game & Watch 2 **92%**

Genre Arcade
Publisher Nintendo
Issue 02

Game Boy Gallery 3 **85%**

Genre Collection
Publisher Nintendo
Issue 09

Gex 3: Deep Pocket Gecko **87%**

Genre Platform
Publisher Eidos
Issue 08

Gex: Enter the Gecko **90%**

Genre Platform
Publisher Interplay
Issue 02

Gift **63%**

Genre Adventure
Publisher Cryo
Issue 15

Godzilla: Monster Wars **66%**

Genre Shoot-'em-up
Publisher Ubi Soft
Issue 16

Golden Goal **86%**

Genre Sports
Publisher Taramula
Issue 05

Games

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Grand Theft Auto
62%

Genre: Crime'em-up
Publisher: Rockstar
Issue: 06

Grand Theft Auto 2
90%

Genre: Shoot'em-up
Publisher: Rockstar
Issue: 14

Harvest Moon
93%

Genre: Role-Playing
Publisher: Nintendo
Issue: 02

Harvest Moon 2
89%

Genre: RPG
Publisher: Ubi Soft
Issue: 16

Hello Kitty's Cube Frenzy
58%

Genre: Puzzle
Publisher: Ubi Soft
Issue: 15

Hexite
85%

Genre: Puzzle
Publisher: Ubi Soft
Issue: 02

Hollywood Pinball
64%

Genre: Pinball
Publisher: Take 2
Issue: 02

Hot Wheels: Stunt Track Driver
85%

Genre: Racing
Publisher: Mattel
Issue: 11

Inspector Gadget
72%

Genre: Platform
Publisher: Ubi Soft
Issue: 14

International Karate
92%

Genre: Fighting
Publisher: Studio 3
Issue: 07

International Superstar Soccer
86%

Genre: Sports
Publisher: Konami
Issue: 01

ISS Pro '99
78%

Genre: Sports
Publisher: Konami
Issue: 05

Jeremy McGrath Supercross
71%

Genre: Racing
Publisher: Acclaim
Issue: 09

Jeremy McGrath Supercross 2000
55%

Genre: Racing
Publisher: Acclaim
Issue: 12

Jim Henson's Muppets
75%

Genre: Platform
Publisher: Take 2
Issue: 09

Joust/Defender
55%

Genre: Compilation
Publisher: Midway
Issue: 04

Klax
52%

Genre: Puzzle
Publisher: Midway
Issue: 04

Kluster
58%

Genre: Puzzle
Publisher: Infogrames
Issue: 03

Konami Collection 4
55%

Genre: Compilation
Publisher: Konami
Issue: 12

Legend of the River King
79%

Genre: Fishing
Publisher: Natsume
Issue: 04

Legend of the River King 2
82%

Genre: RPG
Publisher: Ubi Soft
Issue: 17

Lego Alpha Team
90%

Genre: Strategy
Publisher: Lego Int
Issue: 15

Lego Racers
89%

Genre: Racing
Publisher: Lego Int
Issue: 15

Lego Stunt Rally
92%

Genre: Racing
Publisher: Lego Int
Issue: 15

Lion King: Simba's Mighty Adventure
79%

Genre: Platform
Publisher: Activision
Issue: 15

Little Mermaid 2: Pinball Frenzy
80%

Genre: Pinball
Publisher: Nintendo
Issue: 15

Logical
98%

Genre: Puzzle
Publisher: THQ
Issue: 03

Looney Tunes
98%

Genre: Platform
Publisher: Sunsoft
Issue: 02

Looney Tunes Martian Alert
90%

Genre: RPG
Publisher: Infogrames
Issue: 10

Looney Tunes Martian Revenge
80%

Genre: RPG
Publisher: Infogrames
Issue: 13

Lucky Luke
87%

Genre: Platform
Publisher: Infogrames
Issue: 04

Top Ten Strategy/Adventure			
Position	Game Name	Publisher	Rating
1	Thunderbirds	SCi	96%
2	Pokémon Yellow	Nintendo	95%
3	Pokémon Gold & Silver	Nintendo	95%
4	Croc 2	THQ	95%
5	Disney's Dinosaur	Ubi Soft	93%
6	Chicken Run	THQ	93%
7	Daikatana	Kemco	92%
8	Looney Tunes Collector: Martian Alert	Infogrames	90%
9	Doug's Big Game	Ubi Soft	90%
10	Harvest Moon 2	Ubi Soft	89%

Magical Tetris Challenge
87%

Genre: Puzzle
Publisher: Disney
Issue: 09

Mario Golf
97%

Genre: Sports
Publisher: Nintendo
Issue: 05


Mario Tennis
95%

Genre: Sports/RPG
Publisher: Nintendo
Issue: 15

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Know Your

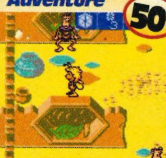
Maya The Bee



92%

Genre	Platform
Publisher	Acclaim
Issue	04

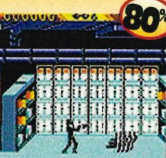
Maya The Bee: Garden Adventure



50%

Genre	RPG
Publisher	Bones
Issue	15


Men In Black



80%

Genre	Shoot-'em-up
Publisher	Interplay
Issue	02


Men In Black 2



42%

Genre	Platform
Publisher	Crave
Issue	11


Merlin



54%

Genre	Platform
Publisher	EA
Issue	15


Metal Gear Solid



94%

Genre	Action
Publisher	Konami
Issue	09


Mickey's Racing Adventure



98%

Genre	Racing
Publisher	Nintendo
Issue	07


Mickey's Speedway USA



90%

Genre	Racing
Publisher	Nintendo
Issue	17

Micro Machines



91%

Genre	Racing
Publisher	Codemasters
Issue	01


Micro Machines 1 & 2: Twin Turbo



93%

Genre	Racing
Publisher	THQ
Issue	08

Mission Impossible



90%

Genre	Racing
Publisher	Infogrames
Issue	07


Monkey Puncher



80%

Genre	Platform
Publisher	Ubi Soft
Issue	15


Monopoly



90%

Genre	Board Game
Publisher	Konami
Issue	01


Montezuma's Return



79%

Genre	Platform
Publisher	Take 2
Issue	01

Moomin's Tale



82%

Genre	Adventure
Publisher	Sunsoft
Issue	09


Moon Patrol/Spy Hunter



60%

Genre	Compilation
Publisher	Midway
Issue	04

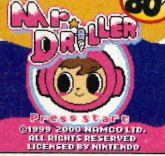
Mortal Kombat 4



51%

Genre	Beat-'em-up
Publisher	Midway
Issue	02


Mr Driller



80%

Genre	Arcade
Publisher	Namco
Issue	16

Mr Nutz



70%

Genre	Platform
Publisher	Infogrames
Issue	06


Ms Pac-Man: Speed Colour Edition



85%

Genre	Puzzle
Publisher	Namco
Issue	06


MTV Sports Skateboarding



46%

Genre	Sports
Publisher	THQ
Issue	13


Mystical Ninja



60%

Genre	Role-Playing
Publisher	Konami
Issue	01


NBA In The Zone



48%

Genre	Sports
Publisher	Konami
Issue	04


NBA In The Zone 2000



85%

Genre	Sports
Publisher	Konami
Issue	10

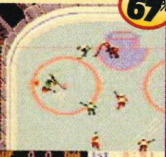
NFL Blitz



83%

Genre	Sports
Publisher	Midway
Issue	04


NHL 2000



67%

Genre	Sports
Publisher	EA Sports
Issue	08


NHL Blades Of Steel



51%

Genre	Sports
Publisher	Konami
Issue	04

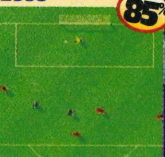
Noddy And The Birthday Party



72%

Genre	Adventure
Publisher	BBC
Issue	08


O'Leary Manager 2000



85%

Genre	Sports
Publisher	Ubi Soft
Issue	11


Oblex



89%

Genre	Platform
Publisher	Infogrames
Issue	04


Oddworld Adventures



85%

Genre	Platform
Publisher	GT Interactive
Issue	02

Oddworld Adventures II



95%

Genre	Platform
Publisher	GT Interactive
Issue	05



Top Ten Beat-'em-ups

Position	Game Name	Publisher	Rating
1	Buffy The Vampire Slayer	THQ	85%
2	Monkey Puncher	Ubi Soft	80%
3	Robot Wars	BBC Multimedia	75%
4	Project S11	Sunsoft	75%
5	Power Rangers: Light Speed Rescue	THQ	72%
6	X-Men: Mutant Academy	Activision	70%
7	Blade	Activision	67%
8	Batman Of The Future: Return Of The Joker	Ubi Soft	65%
9	Ultimate Fighting Championship	Ubi Soft	53%
10	Turok 3: Shadow of Oblivion	Acclaim	50%

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Top Ten Platformers

Position	Game Name	Publisher	Rating
1	Austin Powers: Oh Behave!	Rockstar	97%
2	Austin Powers: My Underground Lair	Rockstar	97%
3	Bubble Bobble Classic	Taito	96%
4	Croc	THQ	91%
5	Duke Nukem	GT Interactive	90%
6	The Mummy	Konami	90%
7	Donkey Kong Country	Nintendo	90%
8	Asterix: Search for Dogmatix	Infogrames	89%
9	Spider-Man	Activision	89%
10	Spirou	Ubi Soft	86%



Pac-Man: Speed Colour Edition

82%

1UP 70

Genre: Arcade
Publisher: Namco
Issue: 05

Paperboy

62%

Genre: Arcade
Publisher: Midway
Issue: 04

Perfect Dark

98%

Genre: Shoot-'em-up
Publisher: Nintendo
Issue: 11

Pitfall: Beyond The Jungle

81%

Genre: Platform
Publisher: Virgin
Issue: 03

Player Manager 2001

85%

Genre: Sports
Publisher: THQ
Issue: 17

Pocket Bowling

52%

Genre: Sports
Publisher: Jaleco
Issue: 05

Pocket Racing

54%

Genre: Racing
Publisher: Virgin
Issue: 13

Pokémon Gold/Silver

95%

Genre: RPG
Publisher: Nintendo
Issue: 16

Pokémon Pinball

85%

Genre: Pinball
Publisher: Nintendo
Issue: 13

Pokémon Red/Blue

85%

Genre: RPG/Trade
Publisher: Nintendo
Issue: 04

Pokémon Trading Card Game

87%

Genre: RPG/Trade
Publisher: Nintendo
Issue: 14

Pokémon Yellow

95%

Genre: RPG/Trade
Publisher: Nintendo
Issue: 10

Pong

75%

Genre: Arcade
Publisher: Take 2
Issue: 11

Pop 'N Pop

77%

Genre: Arcade
Publisher: JVC
Issue: 12

Power Quest

85%

Genre: Beat-'em-up
Publisher: Sunsoft
Issue: 01

Power Rangers: LSR

72%

Genre: Platform
Publisher: THQ
Issue: 15

Prince Of Persia

90%

Genre: Platform
Publisher: Red Orb
Issue: 04

Pro Pool

70%

Genre: Sports
Publisher: Codemasters
Issue: 10

Project S-11

75%

Genre: Shoot-'em-up
Publisher: Sunsoft
Issue: 13

Puchi Carat

65%

Genre: Puzzle
Publisher: Taito
Issue: 10

Quest For Camelot

84%

Genre: Role-Playing
Publisher: Titus
Issue: 02

Rainbow 6

92%

Genre: Strategy
Publisher: Red Storm
Issue: 08

Rampage World Tour

58%

Genre: Arcade
Publisher: Midway
Issue: 02

Rayman

92%

Genre: Platform
Publisher: Ubi Soft
Issue: 07

RC Pro-Am

95%

Genre: Racing
Publisher: Nintendo
Issue: 01

Ready 2 Rumble Boxing

73%

Genre: Sports
Publisher: Midway
Issue: 07

Reservoir Rat

84%

Genre: Platform
Publisher: Take 2
Issue: 02

Return Of The Ninja

82%

Genre: Platform
Publisher: Ubi Soft
Issue: 17

Revelations: The Demon Slayer

91%

Genre: RPG
Publisher: Atlus
Issue: 05

Road To El Dorado

77%

Genre: Platform
Publisher: Ubi Soft
Issue: 11

Robin Hood

83%

Genre: Adventure
Publisher: EA
Issue: 16

Robot Wars

75%

Genre: Bash-'em-up
Publisher: BBC Int
Issue: 14

Roland Garros French Open

60%

Genre: Sports
Publisher: Cyro
Issue: 12

Ronaldo V-Football

65%

Genre: Sports
Publisher: Infogrames
Issue: 07

R-Type DX

60%

Genre: Shooter
Publisher: Infogrames
Issue: 04

Rugrats In Paris

71%

Genre: Puzzle
Publisher: THQ
Issue: 15


Know Your

Rugrats: The Movie 87% Genre: Platform Publisher: THQ Issue: 02	Rugrats: Time Travellers 72% Genre: Platform Publisher: THQ Issue: 06	Rugrats: Totally Angelica 71% Genre: Puzzle Publisher: THQ Issue: 13	Sabrina The Teenage Witch Zapped! 60% Genre: Platform Publisher: Havas Int Issue: 15	Scooby Doo: Classic Creep Capers 77% Genre: Adventure Publisher: THQ Issue: 17	Shadowgate Classic 48% Genre: Role-Playing Publisher: Kemco Issue: 03	Shanghai Pocket 79% Genre: Puzzle Publisher: Sunsoft Issue: 01
The Simpsons: Treehouse Of Horror 70% Genre: Adventure Publisher: THQ Issue: 17	Soccer Manager 45% Genre: Sports Publisher: Acclaim Issue: 11	Space Invaders 69% Genre: Shoot-'em-up Publisher: Activision Issue: 06	Space Station Silicon Valley 92% Genre: Platform Publisher: Take 2 Issue: 05	Speedy Gonzales: Aztec Adventure 75% Genre: Platform Publisher: Infogrames Issue: 09	Spider-Man 89% Genre: Platform Publisher: Activision Issue: 13	Spirou: The Robot Invasion 86% Genre: Platform Publisher: Ubi Soft Issue: 10
Spy Vs Spy 77% Genre: Arcade Publisher: Kemco Issue: 04	Star Wars: Episode 1 Racer 93% Genre: Racing Publisher: LucasArts Issue: 07	Star Wars: Obi Wan's Adventures 85% Genre: Adventure Publisher: THQ Issue: 15	Star Wars: Yoda Stories 84% Genre: RPG Publisher: LucasArts Issue: 08	Stranded Kids 79% Genre: RPG Publisher: Konami Issue: 08	StreetFighter Alpha 85% Genre: Beat-'em-up Publisher: Capcom Issue: 08	Super Breakout 70% Genre: Puzzle Publisher: Take 2 Issue: 02
Super Mario Bros Deluxe 95% Genre: Platform Publisher: Nintendo Issue: 03	Super Marioland 2 92% Genre: Platform Publisher: Nintendo Issue: 01	Super Return Of The Jedi 72% Genre: Platform Publisher: LucasArts Issue: 01	Supercross 88% Genre: Racing Publisher: Infogrames Issue: 14	Supreme Snowboarding 53% Genre: Sports Publisher: Infogrames Issue: 06	Suzuki Alstare Extreme Racing 72% Genre: Racing Publisher: Ubi Soft Issue: 06	Swiv 85% Genre: Shoot-'em-up Publisher: SCI Issue: 16
Tarzan 92% Genre: Platform Publisher: Activision Issue: 05	Tazmanian Devil: Munching Mad 85% Genre: Action Publisher: Infogrames Issue: 07	Test Drive 6 78% Genre: Racing Publisher: Infogrames Issue: 08	Tetris DX 95% Genre: Puzzle Publisher: Nintendo Issue: 01	The Adventures Of The Smurfs 55% Genre: Adventure Publisher: Infogrames Issue: 14	The Grinch 90% Genre: Arcade Publisher: Konami Issue: 14	The Jungle Book: Mowgli's Adventures 66% Genre: Platform Publisher: Ubi Soft Issue: 14
The Mummy 90% Genre: Platform Publisher: Konami Issue: 14	The Smurf's Nightmare 78% Genre: Platform Publisher: Infogrames Issue: 03	Three Lions 82% Genre: Sports Publisher: Take 2 Issue: 05	Thunderbirds Adventure 96% Genre: Adventure Publisher: SCI Issue: 13	Tiger Wood's PGA Tour 2000 43% Genre: Sports Publisher: EA Sports Issue: 08	Tintin: Le Temple Du Soleil 71% Genre: Platform Publisher: Infogrames Issue: 15	Titus The Fox 53% Genre: Platform Publisher: Titus Issue: 13

Games

The complete listings of
Total Game Boy
Reviews
TOTAL
GAMES
net


TOCA



92%

Genre: Racing
Publisher: THQ
Issue: 11

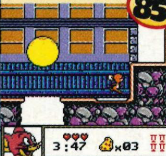
Tom And Jerry



48%

Genre: Platform
Publisher: Warner Bros
Issue: 06


Tom And Jerry: Mouse Attacks



85%

Genre: Platform
Publisher: Ubi Soft
Issue: 13

Tomb Raider



99%

Genre: Adventure
Publisher: Core Design
Issue: 08


Tonic Trouble



88%

Genre: Platform
Publisher: Ubi Soft
Issue: 09


Tonka Raceway



31%

Genre: Racing
Publisher: Hesbo
Issue: 11


Tony Hawk's Skateboarding



64%

Genre: Sports
Publisher: Activision
Issue: 09


Toonsylvania



71%

Genre: Platform
Publisher: THQ
Issue: 11


Top Gear Rally



55%

Genre: Racing
Publisher: Nintendo
Issue: 03


Toy Story 2



80%

Genre: Platform
Publisher: THQ
Issue: 07


Toy Story Racers



88%

Genre: Racing
Publisher: Activision
Issue: 17


Turok 2



40%

Genre: Platform
Publisher: Acclaim
Issue: 02


Turok 3



50%

Genre: Shoot'em-up
Publisher: Acclaim
Issue: 11


Turok: Rage Wars



70%

Genre: Action
Publisher: Acclaim
Issue: 06


Tweety's High Flying Adventures



79%

Genre: Platform
Publisher: Kenco
Issue: 12

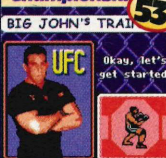
UEFA 2000



91%

Genre: Sports
Publisher: Infogrames
Issue: 11

Ultimate Fighting Championship



53%

Genre: Racing
Publisher: Ubi Soft
Issue: 16

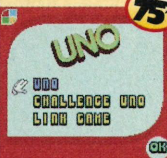
Ultimate Paintball



50%

Genre: Shoot'em-up
Publisher: Take 2
Issue: 11


UNO



75%

Genre: Cards
Publisher: Mattel
Issue: 14


V-Rally Championship Edition



90%

Genre: Racing
Publisher: Infogrames
Issue: 03

Wacky Races



90%

Genre: Racing
Publisher: Infogrames
Issue: 10

Wario Land II



90%

Genre: Platform
Publisher: Nintendo
Issue: 01


Wario Land III



97%

Genre: Platform
Publisher: Nintendo
Issue: 09

Wave Races



66%

Genre: Racing
Publisher: Nintendo
Issue: 01


Wetrix GB



48%

Genre: Puzzle
Publisher: Infogrames
Issue: 11

Wings Of Fury



89%

Genre: Shoot'em-up
Publisher: Red Orb
Issue: 09


Winnie The Pooh: 100 Acre Wood



60%

Genre: Adventure
Publisher: Disney
Issue: 10

Woody Woodpecker Racing




60%

Genre: Racing
Publisher: Konami
Issue: 16



World Cup '98



80%

Genre: Sports
Publisher: EA Sports
Issue: 01

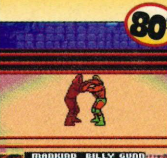
Worms Armageddon



48%

Genre: Strategy
Publisher: Infogrames
Issue: 06

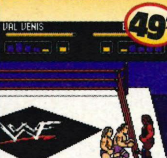
WWF Attitude



80%

Genre: Fighting
Publisher: Acclaim
Issue: 04

WWF Wrestlemania



49%

Genre: Sports
Publisher: THQ
Issue: 07

Top Ten Racers

Position	Game Name	Publisher	Rating
1	Lego Stunt Rally	Lego Interactive	92%
2	Driver	Infogrames	92%
3	TOCA: Touring Car Championship	THQ	92%
4	Wacky Races	Infogrames	90%
5	Grand Theft Auto 2	Rockstar Games	90%
6	Mickey's Speedway USA	Nintendo	90%
7	Lego Racers	Lego Interactive	89%
8	Supercross	Infogrames	88%
9	Toy Story Racers	Activision	88%
10	Hot Wheels Stunt Track Driver	Mattel Interactive	85%

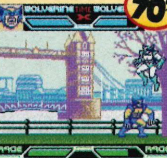
Xena: Warrior Princess



74%

Genre: RPG
Publisher: Virgin
Issue: 15


X-Men Mutant Academy



70%

Genre: Fighting
Publisher: Activision
Issue: 11

Zelda: Link's Awakening



95%

Genre: Adventure
Publisher: Nintendo
Issue: 01

Coming Soon...

Vive L'Advance!

Rayman Advance

We're going all the way to the United States of France next month to get every last bit of EXCLUSIVE news on the mind-shattering new Rayman adventure for the Game Boy Advance, full of stuff that NO OTHER magazine can tell you!

Zelda: Oracle Of Ages

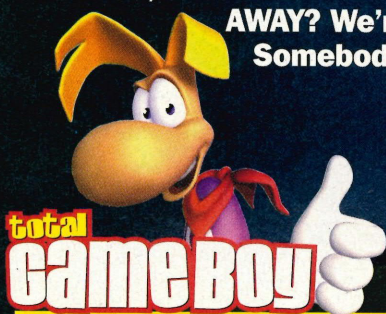
Link returns very soon in the best handheld Zelda adventures ever – Oracle Of Ages and Oracle Of Seasons. Already played to the max, next issue we give you an exclusive guide to the whole she-bang!

Plus!

With the GBA finally within everyone's reach in Blighty, issue 19 will be full to bursting point with reviews of every title you can expect to buy with the new console, as well as the low-down on Rainbow Islands, Looney Tunes Racing and Tony Hawk's on the GBA!

All that, and... ANOTHER BMX TO GIVE AWAY? We're mad! Somebody stop us!

Issue 19 of
Total Game Boy
on sale 14 June!



Puzzle Answers



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O	E	C	C	O	F	F	E	E	S		
N	K	K	H	O	I	E	R	A	S	E	R
E	N	F	R	E	D	A	W	A			
Y	E	N	F	R	E	D	A	W	A		
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S	I	L	I	C	O	N					
O	K										
L	E	W	I	S	C	A	R	R	O	L	L

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Dr. DRE & Eminem - What's The Difference: CODE 3663
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Eminem - Guilty Conscience: CODE 1190
Eminem - Marshall Mathers: CODE 3664
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Limp Bizkit - Rollin: CODE 3670
Limp Bizkit - Mission Impossible 2: CODE 1261
Lou Bega - Mambo No. 5: CODE 1263
Madonna - Music: CODE 1270
Mya - Case Of The Ex: CODE 3560
N'Sync - It's Gonna Be Me: CODE 1302
Papa Roach - Last Resort: CODE 1306
Pink - You Make Me Sick: CODE 3571
Queen - Bohemian Rhapsody: CODE 1315
Queen - We Are The Champions: CODE 1314
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U2 - Stuck In A Moment: CODE 3678
Vanessa Amorosi - Absolutely Everybody: CODE 3679
Westlife - Swear It Again: CODE 1413



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Armageddon Theme: CODE 1025
A-Team: CODE 3652
Austin Powers Theme: CODE 1026
Benny Hill Theme: CODE 1027
Bob The Builder: CODE 3636
Buffy The Vampire Slayer: CODE 1028
Charlie's Angels Theme: CODE 1030
Colonel Bogey: CODE 1433
Coronation Street: CODE 3534
Dawson's Creek Theme: CODE 1033
Dirty Dancing Theme: CODE 1034
Eastenders: CODE 3632
Emmerdale: CODE 3537
ER: CODE 3536
Fraggle Rock Theme: CODE 3666
Hawaii Five O: CODE 3533
James Bond: CODE 1430
James Bond - Dr No: CODE 1435
Magic Roundabout: CODE 3553
Match Of The Day: CODE 1444
Mission Impossible: CODE 1421
Mission Impossible 2: CODE 1422
Monty Python's Flying Circus: CODE 3548
Muppets: CODE 1443
Pink Panther: CODE 1436
Pretty Woman Theme: CODE 1049
Red Dwarf: CODE 3539
Rocky Theme: CODE 1050
Roobarb: CODE 1440
Royle Family: CODE 3669
Rugrats: CODE 3530
Shaft: CODE 3527
South Park Main Theme: CODE 1052
Star Wars: CODE 1425
Star Wars Cantina: CODE 1424
Star Wars End: CODE 1423
SuperMan: CODE 1429
Tequila: CODE 1138
The Simpsons: CODE 1439
The Sweeney: CODE 1437
Thunderbirds: CODE 3529
Titanic: CODE 1420
Topgun: CODE 1066
Millionaire: CODE 3552
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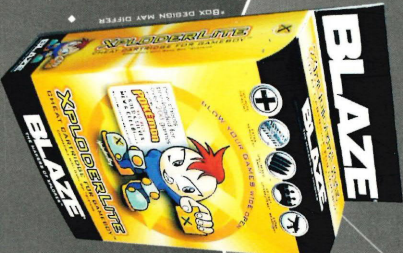
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